THE CONSISTENT PROFIT ROULETTE© SYSTEM©

A.K.A.

THE CPR SYSTEM©

SINGLE AND MULTIPLE PLAYER METHODS

Chuck Sutton

Published by The Leonard Benson Company

FOREWORD BY LEONARD BENSON

WHY ROULETTE?? Because you can learn this spectacular method in one hour . . . you can win 95 to 98 percent of your games . . . and you can make a lot of money. So, why not roulette??

How much money can you make?? 100 to 150 units per hour if playing alone, or 200 + units each if playing with a partner. In fact, on page 9 of this book, you learn how to make over $22,000 in less than six weeks starting with just 25¢ units in Nevada or $1. units elsewhere.

You have to get used to playing with lots of units in this powerful CPR© System©, and winning lots of units. Minimum units at the roulette table are the lowest of any casino table games. You actually tell the dealer the unit size you want and he then designates the special roulette chips he gives you to be that size. As an example, let's say you want to buy in for $200. Here in Nevada, that could be 800 25¢ units.

The posted table minimum may be $3., as an example, but that refers to the total dollar-value of the units you have in action on the numbers during any one spin of the wheel, not the actual unit size. If playing alone, you'll have nine units in action on any one spin, so units as low as 50¢ would easily cover the $3. table minimum. The unit size minimums outside of Nevada are usually $1. with table minimums of $5. This book, of course, provides your unit breakdown for whatever buy-in you want to use.

Don't be alarmed when you see a buy-in for 800 units. That can be as low as $200 if playing 25¢ units, or as low as $80 if playing 10¢ units (as allowed in some Nevada casinos, including several in Las Vegas). Remember, you are going to win 100 to 150 units per hour if playing alone, or 200 + units each with a partner.

And it's easy. In feet, I had a tough time believing something so simple could make so much money. In the video accompanying this book, Chuck Sutton, the author of this system, taught it to me in a little over an hour. It's that simple.

There really is nothing to memorize. For your convenience, we have miniaturized and laminated the only two charts you need to bring to the table. We have also provided you with extra score sheets. Make photocopies of these before you run out of them.

What you will need to do is practice recording the required information on your score sheets and placing your bets on the called-for numbers between successive spins of the wheel. This is why your course includes a roulette wheel, layout and chips.

This manual is about 110 pages, including the Appendix, because Chuck wants you to be sure you know everything he knows about this powerful system, including how and why it was developed. The system itself, however, is really contained on three pages. If you want to get right to the heart of the system and learn it as quickly as possible, you can do so by reading pages 6 through 8. Then look at the chart on page 8 to see how much money you can make very quickly. I suggest you watch the video first, then really study those pages. Once you've satisfied your curiosity about how easy it is, then, if you like, go back and read the whole book. The majority of the manual includes background information, charts and examples.

You can also get your roulette questions answered by calling the regular hotline number for the Leonard Benson Company. That number is (702) **733-6133** and is answered every Monday through Friday from Noon to 6:00 p.m. Las Vegas time.

I have known Chuck since 1992, when he became one of our craps students. He had wanted another game to add to his repertoire. He presented his CPR System to me for marketing in early 1996. It has taken me over a year to be sure it was every bit as good as represented. It is!!

Approaching roulette as a science instead of superstition has been Chuck's lifelong passion. He has done well at craps, and then later at blackjack, but he really prefers roulette. You'll find him an easy and enjoyable person to talk with. He will do everything he can to help you become as successful as he has been while playing CPR, his Consistent Profit Roulette System.

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"THE <u>MOST</u> <u>CONSISTENTLY WINNING</u> GAMBLING SYSTEM EVER"!!!

We do not know whether we can honestly claim THAT title or not, since we cannot know about all the different gambling systems in use around the world. What we CAN say is that the system you will learn from this manual **<u>IS THE MOST</u>** consistently profitable approach to casino gambling that we have ever seen! That is why we call it **THE CONSISTENT PROFIT ROULETTE SYSTEM©.**

As you will soon understand, we were fortunate enough to learn the basics of this system from a delightful old gentleman from New Jersey. He had been playing it for eight years before teaching it to us. Just looking and speaking with him would spark anyone’s interest. He had a sharp appearance and spoke very well. It was obvious he was very successful at whatever he did for a living.

Since learning his original system, we have made some alterations that have improved its win-rate consistency and also the profit per session. We have noticed no apparent loss in the system's **defense.** We call our system "CONSISTENT PROFIT ROULETTE"©, or CPR© ROULETTE© **because** of the unusually high win-rate percentage . Indeed, several students have mentioned that our CPR© could almost be equated to reviving or "pumping new life" into their gaming results just like the other well-known medical term "C. P. R." does for the almost terminal.

We have also developed a simplified version that can be played easily by one person playing alone. We gratefully acknowledge the help of several of our CPR© students and test players who faithfully gave us their time to actually play the newer "Single Player" System. Their live casino experience resulted in more than several good suggestions. This variation will come in handy whenever a partner is not available, or when you want to play alone. Both systems are included in this manual.

Prior to learning this system we would like to share just one thought with you. A wise old man once said to us: "... One, two or three games does not a career

make." In fact, neither do 20 or 30 games !! The system you are about to learn is not based on a few "short-term tests." This system has been field-tested thousands of times. We wish you every success with your play. Follow the rules carefully and you should do every bit as well as we are doing!

HIS ADVERTISEMENT READ SOMETHING LIKE THIS - - -

"Proven Roulette System .. Partner Needed!

. . . . . ***Call Art"***

In October 19901 had the extreme good fortune of responding to an unusual ad in one of the little "throw away" papers you find in the all-night convenience stores. As I recall, the ad simply said: "Proven Roulette System... Partner Needed!. . . . Call Art."

HOLD ON HERE . . . .

We are not going to tell the grueling, year-long story right now about how the author discovered the basics of this new system. We are going to include it toward the end of the book, in the section called "THE HISTORY OF CPR© ROULETTE" starting on page 83.

Instead, let's cut immediately to the chase and get you into the game and winning serious money as fast as humanly possible. We'll save the human interest story for when you're rich enough to properly and fully appreciate it.

HOW TO PLAY ROULETTE

Roulette is a very simple game to play. The roulette table is usually located near the front of the casino, before the other table games. In fact, roulette is found in casinos that do not even have craps or some of the other table games. This is probably because most casual tourists do not know how to play the more sophisticated games like craps, baccarat, pai gow, Caribbean stud, Let it Ride, Run-in, Hold-'em, poker or even blackjack ("21".)

The roulette table makes it easy for the tourist to plunk down money without having to know any rules, or even how to play. Roulette is probably used as an "ice-breaker" for the entire gaming area. Just watching other players, or a quick question to the dealer, is usually enough to get the novice started. It is so easy to play that it helps the novice open up their wallets and purses and place a couple quick bets. Win or lose, they are now of a mind-set that helps them get started on the rest of the table games.

The table layout is orderly and easy to understand. The numbers from one to 36 are all in sequence. "OUTSIDE BOXES", such as "Red" and "Black", "1 to 18", "Odd" and "Even", etc. are always located on the "traffic" side of the table in order to make it simple for the casual passerby to drop off a few bucks. This apparent "order" is very intentional -- and also misleading.

The average tourist thinks if he places his token on the line between two sequential numbers, say 1 and 2, he will be playing on a bigger part of the wheel. This is **never** the way it really is, because all sequential numbers are intentionally located almost opposite each other on the wheel. More about this "Intentional Chaos" later.

Is it mere coincidence that the odds are more in favor of the house on roulette than any other game?? We don't think so !! Most players, including the pit-bosses, don't take roulette seriously and that is to our advantage. Pit bosses don't even watch the roulette area very carefully. People usually just drop off some money then wander on to the other table games.

The "OUTSIDE BOXES" each pay one-to-one on a "WIN." There are other boxes near the outside as well. These pay two-to-one - "1st 12", 2nd 12, 3rd 12", and the three Column-bet-boxes that are located at the end of the three rows of numbers. The player simply places a bet in one or more boxes. The only requirement is that **each** of these bets must be **equal to, or higher than,** the "Table Minimum" bet. The table minimum of $.25, $.50, $1., $3. etc. will be posted on a placard sitting on the table next to the wheel.

If the players want to get a little bolder, they spread their colored tokens around on the "INSIDE NUMBERS." The **total of all bets** placed on the inside numbers **must be equal to or greater than** the "table minimum." The tokens may be placed either directly on a number or on the line between two or more boxes. The dealer will spin the wheel and rotate the ball in the opposite direction inside the upper rail of the wheel. Players may continue to place bets while the ball and wheel are rotating. When the ball slows down and is about to fall toward the counter-rotating wheel the dealer waves to signal "no new bets." The ball will stop someplace on the wheel, selecting one of the numbers as the "winner." The dealer places a marker on the winning number, on the table layout, to indicate where the ball stopped.

All the rest of the chips, not on the number — **or touching** that winning number's box, are removed by the dealer. The dealer then pays the rest of the bets still on the table. The amount paid on the individual bets varies from 5-to-l up to 35-to-1. The payoffs are determined by how the winning tokens were placed on or around the winning number. Should there also be bets in the outside boxes, the dealer will pay these winning bets **either** 1-to-l or 2-to-l, as appropriate, without removing the chips or tokens. Payoff rate-charts are usually available at the roulette table.

All Single Number bets - when "Selected" by the ball - pay 35-to-l, and the player also keeps the original bet. (Contrary to common belief, this payoff rate also includes the green "0" and "00" positions.) These two extra green numbers give the casino an extra edge on the odds over the players. There are now 38 positions on the wheel and the table but they will only pay 35 to 1 on a "WIN."

HOW TO PLAY CPR© ROULETTE©

CPR© Roulette© follows all of the basic rules that apply to regular roulette. The main differences are how the CPR© strategy takes advantage of the table and wheel layouts.

HOW IS THIS SYSTEM PLAYED, ANYWAY ???

Before we get into the actual method of play for the CPR System, we need to make a few points about what we **DO NOT DO** in this system. We play roulette quite differently than the other players at our table. This is probably what Art meant about "...not having any bad habits to break." If you have played roulette previously then you will be especially interested in the following differences about the CPR method of play.

1. **We never** "split" our bets between two or more numbers. We play all numbers "on the nose", or "straight up", never on the line between numbers. When we WIN we want to be paid the **full odds** of 35-to-one, not 17-to-l . . or worse yet . . only 11, 8, 6, or 5-to-l.

2. We play more number spots per wheel-spin than most other players.

3. We do not play "in the center" on the numbers on every spin.

4. We don't begin to play on the center numbers until we get a "POSITIVE INDICATION" to begin. In other words, NOT when we first sit down at the table.

5. We play on the exact same numbers repeatedly.

More on these strategies later . . .

DO NOT BE CONFUSED BY THE WAY OTHERS

MAY PLAY AT YOUR TABLE !!

SUMMARY OF THE CPR@ METHOD.

"WAIT MODE"

1. EACH PARTNER BETS ONE UNIT, OR A "TABLE MINIMUM" BET, WHICHEVER IS GREATER. ONE BETS ON "RED", AND THE OTHER ON "BLACK", WHILE WAITING FOR THE "COAST MODE" TO DEVELOP. YOUR BETS WILL CANCEL EACH OTHER OUT, MINUS THE OCCASIONAL BET LOST TO A "GREEN" HIT ("0" OR "00").

[SUGGESTIONS FOR THE "SINGLE PLAYER WAIT MODE" INCLUDE POSSIBLE 2-TO-l BETS AND ARE COVERED IN THE SINGLE PLAYER VERSION (STARTS ON PAGE 47)].

1. RECORD ALL "DECISIONS" ON THE SCORE SHEET IN THE CORRECT COLUMN FOR THE WINNING NUMBER.

BE SURE THEY ARE IN THE CORRECT SECTION!!

- WATCH THE SCORE SHEET.
- LOOK FOR A DEVELOPING "STARVING" SECTION, i. e.,

THE REQUISITE NUMBER OF MISSES,

IN A ROW, IN A SINGLE COLUMN.

WHEN A COLUMN HAS ENOUGH MISSES TO BEGIN PLAY,
SHIFT IMMEDIATELY INTO THE "COAST MODE."

"COAST MODE"

IMMEDIATELY, ON THE VERY NEXT SPIN, PLACE ONE UNIT BETS ON ALL THE NUMBERS IN THE "QUALIFIED"

SECTION (9 NUMBERS **FOR SINGLE PLAYER** OR 12 NUMBERS **FOR PARTNER PLAY).**

ALWAYS ASSUME YOU WILL **LOSE** THE CURRENT SPIN. THEREFORE PREPARE BET-STACKS IN THE AMOUNT SHOWN FOR THE **NEXT LEVEL** ON YOUR "B. P." CHART - **FOR** **ALL NUMBERS** IN THE "ACTIVE" SECTION.

IF YOU LOSE, CONTINUE TO PLACE YOUR BETS ACCORDING TO THE "B. P." CHART UNTIL YOU GET THE FIRST "HIT" IN YOUR SECTION.

WHEN THE BALL MAKES ITS **FIRST** "DECISION" IN YOUR SECTION, **SHIFT IMMEDIATELY** INTO THE **"ATTACK MODE."**

"ATTACK MODE"

PLACE **ONE UNIT BETS** ON **ALL** THE NUMBERS IN THE **SAME SECTION** YOU WERE PLAYING IN THE "COAST MODE."

FOLLOW THE CONSERVATIVE OR AGGRESSIVE "ATTACK MODE" B. P. CHART (YOUR CHOICE) **UNTIL** A "MISS" OCCURS. WHEN A MISS COMES, LOOK FOR ANOTHER QUALIFIED SECTION. IF THERE IS NO QUALIFIED SECTION THEN SWITCH BACK TO THE "WAIT MODE," RED AND BLACK BETS.

CPR© IN A NUTSHELL

1. **DIVIDE THE WHEEL INTO 3 OR 4 PIE-SHAPED SECTIONS, DEPENDING ON PARTNER OR SINGLE PLAY.**

2. **<u>WAIT</u> FOR 7 OR 9 CONSECUTIVE MISSES IN ONE SECTION, DEPENDING ON PARTNER OR SINGLE PLAY.**

3. **THEN <u>SHIFT</u> TO THE "COAST MODE" AND BET <u>THAT SECTION UNTIL IT HITS.</u>**

4. **SHIFT TO THE <u>"ATTACK MODE"</u> AND KEEP ON BETTING <u>THE SAME SECTION UNTIL IT MISSES.</u>**

5. **<u>SHIFT</u> BACK TO THE "WAIT MODE" UNTIL YOU FIND ANOTHER SECTION THAT HAS MISSED THE REQUISITE NUMBER (7 OR 9) TIMES <u>IN A ROW</u> THEN REPEAT THE PROCESS.**

THIS IS ALL THERE IS TO CPR!!

WE ARE GOING TO TEACH YOU HOW TO

IMPLEMENT THE ABOVE FIVE RULES.

ALL <u>YOU</u> HAVE TO DO IS

<u>FOLLOW THE INSTRUCTIONS.</u>

HOW TO GO FROM 25¢ UNITS TO OVER $ 22,000. IN SIX WEEKS USING THE SINGLE PLAYER SYSTEM

//

HERE IS THE CHART ADJUSTED FOR ACTUAL CASINO PLAY.

Average WIN: 100 Units Per Hour   Playing Time: 20 Hours Per Week

UNIT SIZE	BUY-IN	WIN-RATE PER HOUR	TOTAL PROFIT	ADD TO BUY-IN	TOTAL RESERVE
25¢	$200.	$25.	$500.	$200.	$300.
50¢	$400.	$50.	$1,000.	$400.	$900.
$1.	$800.	$100.	$2,000.	$2,400.	$500.
$4.	$3,200.	$400.	$8,000.	$4,800.	$3,700.
$10.	$8,000.	$800.	$16,000.	$12,000.	$7,700.
$25.	$20,000.	$2,500.	$50,000.	SEE BELOW	SEE BELOW

THIS CHART SHOWS HOW YOU CAN START WITH A BUY-IN OF $200, PLAYING 25¢ UNITS FOR 20 HOURS PER WEEK, AVERAGING 100 UNITS PER HOUR. YOU END UP PLAYING $25. UNITS AFTER ONLY SIX WEEKS WITH AN AVAILABLE BUY-IN OF OVER 0$50,000. AT THAT POINT DROP BACK TO A $ 20,000. BUY-IN FOR YOUR $25. UNIT. YOU NOW HAVE OVER $ 35,000. IN RESERVE.

WHAT MAKES A GOOD PARTNER??

Do I really **need** a playing partner? That is a question asked several times a day... if not directly to me, then by players asking themselves whether they can, or should, play by themselves. Many of our students had been finding that playing Art's original system without a partner was a little difficult, if not awkward. Therefore we set out to create a version of the system that would be more comfortable to play alone.

After reviewing over 500 actual partner-playing sessions, a Single Player version was developed. My personal results using the Single Player version are consistently winning from 95 to 180 units PER HOUR. This equates to about a 24% average unit WIN per playing day. This result is in agreement with field reports from other players using the Single Player version.

Reports from players using the Partner System tell me they are winning at a rate of approximately 190 to 500 units per hour, depending on which betting approach they use. My own experience again supports that data. This win-rate equates to a 32% average unit WIN per playing day. The reason for the difference in win-rates between the two versions will soon become apparent.

All test players agreed that the safety, or "defense," of both versions was virtually equal. Most players chose to play the CPR System with a partner. Only 20% of the players are playing by themselves.

IT HAS TO BE YOUR DECISION:

"TO PARTNER OR NOT TO PARTNER?"

THE NINE COMMANDMENTS —-
To Become a Winner!

*Pay **close attention** to this list.*
It will help ensure your success
*with **any type** of gaming you choose.*

1. NEVER BECOME GREEDY. Set an amount you wish to WIN at each playing session. When you reach your goal **- QUIT.** Remember there is always tomorrow and another roulette wheel for you to play. Most players do not put a limit on winnings. [We notice, however, that most tourists do have a limit on losing: "all the money they have with them and all the money they can borrow".] **You won't** be able to "break the bank," or win the deed to the Resort/Casino... so don't even try! When you reach your pre-set goal, quit for that session or for the day.

2. NEVER LOSE YOUR DISCIPLINE OR CONTROL under any circumstances. Mistakes will cost you plenty. Lack of discipline, more than any other cause, is the reason most players lose money.

3. NEVER DEVIATE from the rules of the system. It has proven a winner in 95% to 98% of the sessions we have played. Your results may vary but should be very similar. The more you play the system, the better your results will get.

4. NEVER play when you are tired, distracted, upset or drinking. If you get tired while playing then take a break before beginning a new table. If you get confused, or make a mistake that costs you money, quit for the day **as soon as you get your next WIN.**

5. NEVER START PLAYING a table unless you are ready to go through the game in its entirety. In other words, begin with the whole buy-in for the unit level you are playing. Do not start a game sequence with just part of the buy-in. You can get

trapped if you try to get by with part of the buy-in and won't have time to purchase more chips between spins. (We learned this one the "hard way.") The details will soon follow.

6 NEVER PLAY WITH MONEY YOU CAN'T AFFORD TO LOSE
Your bankroll is probably the most important tool you have for winning this game. You must have mental ease, sometimes called "level of comfort," with the bet-level you are playing. Do not play with money that is needed to pay the rent. The amount of your next bet should be looked upon as having no monetary value. Start out playing the system with small chip denominations and **WIN your way** to the larger bet sizes, or units. Let the casinos finance your playing.

7. PRACTICE, PRACTICE, PRACTICE before going into live play. It will take a little time to learn how to use the system. In case you didn't notice the previous statement, there is no substitute for practice!! Be <u>perfect.</u> This system is not <u>hard</u>, in fact it is **almost too easy.** All it takes to excel is practice! Mistakes can be very costly. When you walk up to the table, **know** you will be a winner. You will WIN not only because you have conditioned yourself to WIN, but because you finally have a consistently winning system!!

8. NO GUARANTEES: There are never any guarantees when it comes to gambling. Remember there is no absolutely sure thing as long as there is a way to lose. You will lose (on rare occasions), but don't let a loss or two discourage you. That is just the nature of gaming. Using this system will give you the best possible chance of winning consistently. Remember?? ...

CONSISTENT Profit Roulette!!!

9. LAST but not least, **NEVER DRINK ALCOHOL** while playing. This Rule/Commandment could, or probably should, also be listed under **"discipline."** There will be plenty of time to celebrate **<u>AFTER YOU WIN!!</u>**

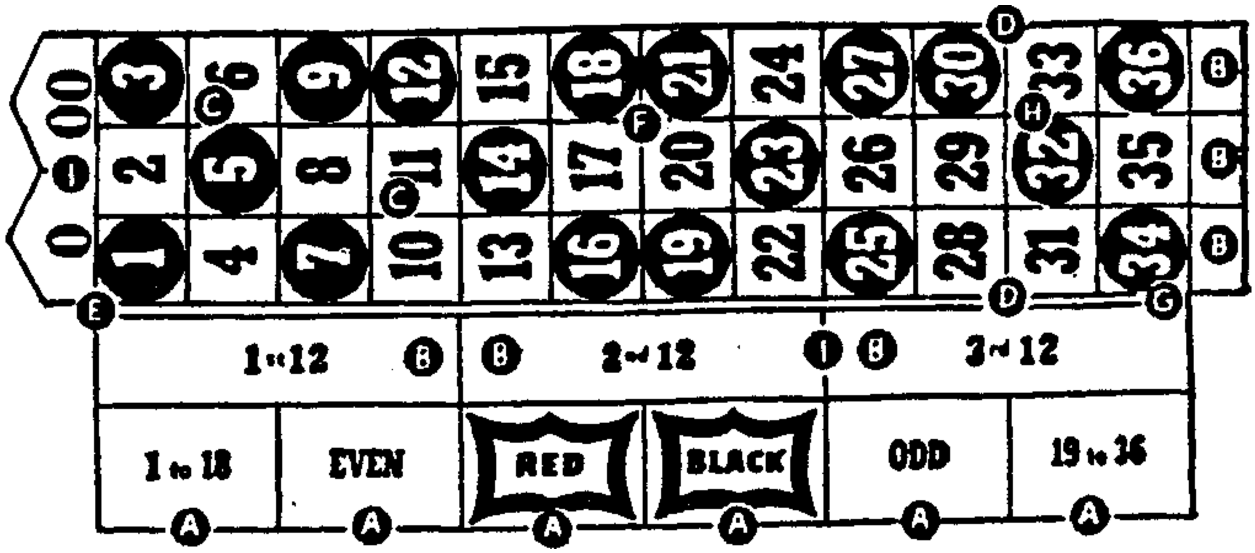
TABLE AND WHEEL LAYOUTS

There IS a Certain Perfection to All of this Apparent Chaos!!

To the uneducated (that is, the **rest** of the world) the organized table layout for roulette makes the game "look" like it is extremely easy to play. All the numbers are laid out so neatly — in columns, in color, by the dozens, in groups, etc. However, the table is laid out this way **intentionally.** They want customers to feel comfortable about playing roulette without having to know any of the "rules".

That is also the fallacy of the game! Most people play according to the table layout. However, this approach results in bets being placed randomly — all over the wheel. Those tiny little spokes of the wheel are very hard to predict. **That is exactly why our game is so strong.** We are aiming to hit **big pieces** of the wheel that have 12 numbers grouped together into a "pie shape." We are shooting (with their ball) at a BIG TARGET. We are aiming for a BIG SECTION of the wheel, NOT just one or two tiny little number-slots on the wheel. Best of all we don't care **which** number in our target-group "HITS" . . . as long as one of the numbers in our target-range does get the HIT. The BIG PIE-SHAPED SECTIONS on the wheel are our "BIG TARGETS."

We have copied the table layout on page 14 for your reference. On page 15, we have enclosed a photocopy of the wheel layout. (The SINGLE PLAYER wheel-layout on page 45 is divided up in a different way.) The one on page 14 illustrates the wheel-sections that we use for PARTNER PLAY CPR. The wheel on page 49 illustrates the sections we would use for SINGLE PLAYER CPR sessions. Now let's look at how we can bring some semblance of order into this game. We will put organization into the intentionally designed "chaos" so that we can WIN consistently.

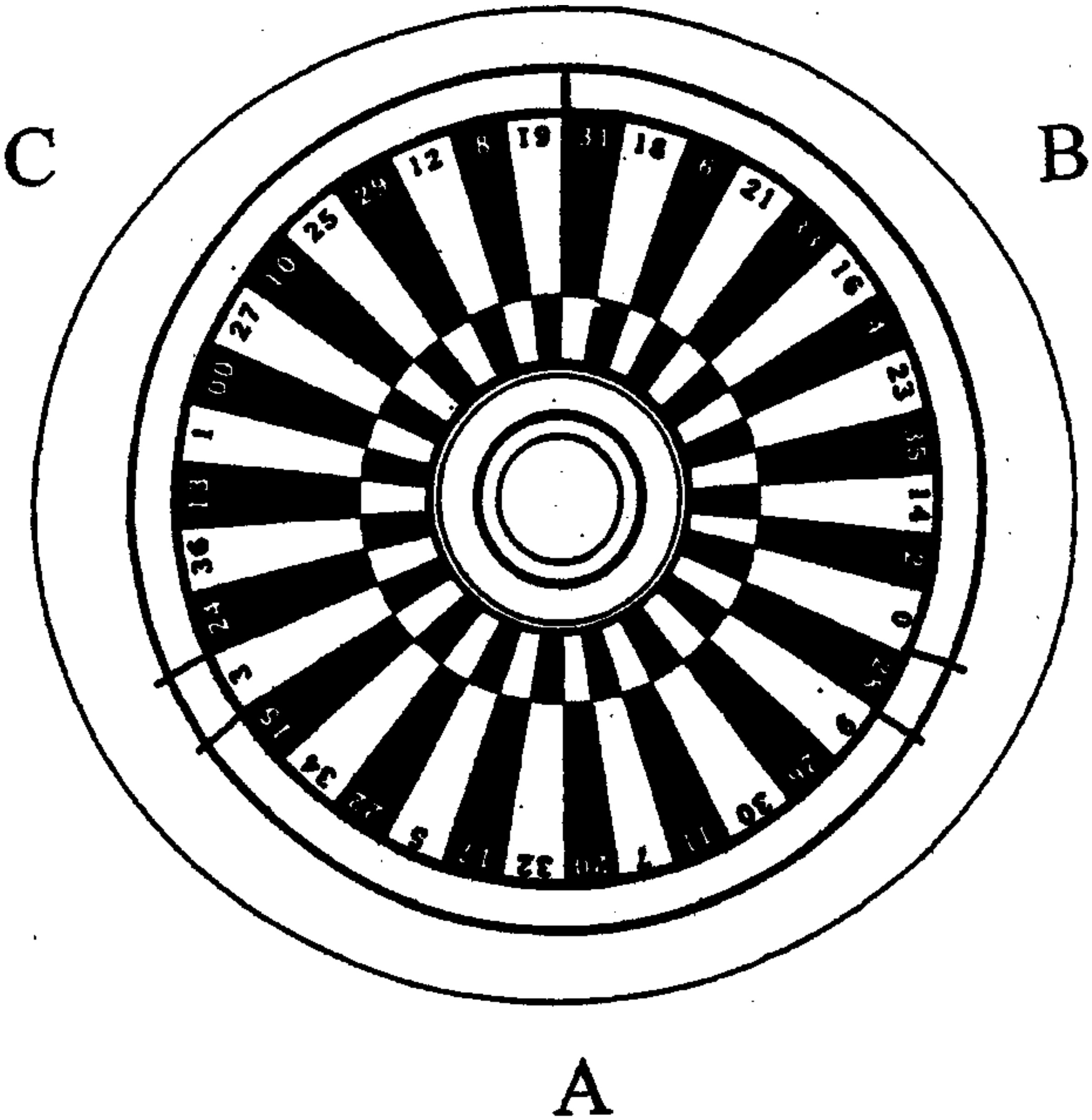


DARK COLOR = BLACK, WHITE = RED

As you can see from the photocopy of the wheel on page 15, the numbers appear to be laid out in a very random pattern. Notice that the numbers "1", "2" and "3" are not located next to each other on the wheel like they are on the table. In fact, they appear to be scattered out around the wheel. Just about as "chaotic" as it could possibly be!!

Yet there IS a perfection in the layout of the wheel, the casinos just don't want us to know about it. This "perfection" is what makes it possible for us to divide the wheel into equal sections **and -WIN "Divide and Conquer!!"** Casual players will think if they play on successive numbers on the table they will have a larger spot on the wheel for the ball to select. **NOT SO!!** Successive numbers on the table are actually opposite each other on the wheel. The CPR system allows us to attack this "intentionally designed chaos" on their own field!! We will cover gigantic portions of the wheel with individual bets on **all** the numbers that are grouped together in the pie-shaped "large section" that will soon become "hot."

This, combined with a simple and effective betting progression, allows us to take advantage of the "chaotic disparity" between the layout of the wheel and the layout on the table. And, as you will soon come to agree, this advantage can be exploited to earn some very handsome winnings.



We must eliminate two numbers in order to divide the wheel into three equal sections of sequential numbers. We arbitrarily chose the numbers "3" and "28." Any other two numbers could be eliminated as long as doing so would leave three pie-shaped sections of contiguous numbers.

PARTNER PLAY CPR©

We have drawn lines to show how we divide the wheel for our Partner-Play purposes. You will notice there are 12 numbers in each of the pie-shaped "big target areas." There was no special reason dictating that we cut the wheel into these three pie-shaped sections other than the fact that neither my partner nor I liked the number "3." We also agreed that it would be better if our two "non-numbers" did not touch each other. If the sections were adjacent to each other on the wheel it would result in too large an opening between the "pie-shapes." Complying with **that** criteria automatically dictates that number "28" would be our other non-number. This is because the distribution of the rest of the numbers on the wheel puts number "28" in the middle between the remaining 37 numbers.

For Partner Play CPR© we want three pie-shaped sections ("Large Targets") of 12 <u>adjacent</u> numbers. You and your partner could divide the wheel to your own liking. Since there are 38 numbers on roulette wheels, you must eliminate two numbers that will not be bet <u>at any time</u>, i.e., the "non-numbers". If you choose to eliminate numbers other than the ones we selected ("3" and "28"), be sure to pick numbers at one edge or the other of your twelve-number groups. <u>The only rule is make sure you have three sections of 12 adjacent numbers on which to bet.</u>

*Pick any **two** numbers you don't want to play. It doesn't matter which ones you choose, so long as none of the sections are broken up by "non-numbers. "* In other words, make certain your three pie-shaped sections of 12 contiguous numbers have no "holes" in them.

THE POWER OF THE CPR
"BIG TARGET "
METHOD FOR
WINNING ROULETTE . . .

Questions: When does 3 x 12 = 94.7%?

And when does 94.7% = 400 Units per Session?

The Answer <u>IS THE SAME</u> to <u>BOTH</u> of these

QUESTIONS...

"CPR ROULETTE©"!!

At the risk of being repetitive, let's again point out the **key reason CPR works:**

The CPR system **takes advantage** of the intentionally designed "chaos" and mystique that the casinos have attempted to create around the game of roulette. We are sure you have noticed how orderly everything on the roulette table SEEMS to be. All the numbers are neatly arranged in sequential order. The Dozens, the Columns, and the Groups are all so perfectly presented for your betting convenience and pleasure. At the same time everything appears to be <u>disorganized</u> on the roulette **wheel.**

Remember, the numbers"1," "2" and "3" are not located next to each other on the wheel like they are on the table? They appear to be randomly scattered out around the wheel!

We will take advantage of this **apparent** disorganization. We combine our knowledge with a simple and effective betting progression and now we WIN consistently!!

Almost all the wheels we play in Las Vegas have 38 positions (numbers) on them. If you look at the sample wheel shown on page 15 you will find the numbers "1" through "36," along with "0" and "00." We will eliminate two numbers and "cut," or divide, the remaining numbers into three "pieces of pie." Which two numbers, of the 38 numbers, that you select **not to play** will create no difference in your results. Just be sure that you have three sections on the wheel each having 12 contiguous or adjacent numbers. This means that we are taking advantage of a **minimum** of 94.7% of the numbers on the wheel. Every time we have bets placed on the numbers, we will be betting on 32% of the wheel.

Once we begin playing the numbers, we will always be betting 12 numbers at the same time. These are the 12 numbers that are all grouped together in one of the "pie-shaped" sections — one-third of the wheel. We are expecting the ball will "select," or to make a "decision" to land in, that one-third part of the wheel ("The Big Target.") [This will help explain why the books about gambling use the word "Decisions" when referring to past record-keeping of the various games.]

"LARGE SECTIONS" MAKE "BIG TARGETS"

IF IT WAS YOUR TURN AT BAT, WOULD YOU RATHER SWING AT A BEACH BALL OR AT A GOLF BALL??

We are also going to **wait** until there is a positive indication **before we even begin** our betting in any of the sections. All other table games develop something called a "trend" or "expectation." Roulette is no different. These trends are short-term and are constantly being set up by something we will call "The Law of Disproportionate Occurrences."

The Law of Disproportionate Occurrences (LODO*), probably comes into play on all table games in the casino. As a matter of fact the **"effect** of the 'LODO'" could probably explain why one very experienced and successful Gaming Consultant

Company* is now having so much success with some of their newly published table-game "strategies." LODO can probably be used to explain why these strategies **are so successful.** An entire book could — and probably should — be written to fully explore and explain this theory. We have enclosed a brief treatise on LODO beginning on page 68.

As will be explained below, once we begin betting on the table, we will use a carefully conceived betting progression. After we have made our first bet, we will then bet on <u>every successive spin</u> of the wheel while we are waiting for certain events to occur. We call this first part "COASTING." The betting progression we will use in this Mode will ensure that when we HIT one of the numbers in our "big target" we will net-out an amount of money to keep us even or slightly ahead of when we started the session.

Why is this system so strong? Because we have not only one, but two successful parts that work together. Part One is taking advantage of the "disorganized" wheel and the "organized" table layouts. You will become a more consistent winner simply because you know exactly where you and your partner are going to place your bets. You will have that vital information for **<u>each and every</u>** spin of the wheel.

Part Two uses the specially designed betting progressions. These allow you to make maximum gains per session. The session gain is also dependent on whether you're playing the basic (conservative) approach, the more aggressive system or one of the options found in the Appendix. As they say on TV: "Stay tuned - details at 11:00."

* See page 95 - "The Leonard Benson Company."

** See page 68 for a brief explanation of the theory -- "The Law of Disproportionate Occurrences."

THE SINGLE-ZERO WHEEL, DOES IT MAKE ANY DIFFERENCE??

Using our "big target" system, playing on a single-zero table or one with two zero positions doesn't really make a whole lot of difference. We are covering almost the entire table regardless of which type we encounter.

However, the odds do increase for the player when he plays on single-zero wheels because there are only 37 number-positions. The main problem is that these tables are not very common in United States casinos. They are found mostly in the rest of the world, and also known as "European" or "French Roulette." The single-zero subject is addressed in the Appendix. **BE SURE TO NOTE THAT DIFFERENT NUMBER-CHARTS ARE USED FOR SINGLE-ZERO TABLES.** The French Roulette number-charts are found in the Appendix on page i and ii.

The sequence of numbers is very different on **"single-zero" wheels.** They occur in the following clockwise order:

0, 32,15,19, 4,21,2, 25,17, 34, 6,27,13, 36,11,
30, 8,23,10, 5, 24,16, 33,1, 20, 14, 31, 9, 22,18,
29, 7,28,12, 35, 3, 26

They "appear" to be just as randomly scattered as the double-zero wheel, don't they?? Actually they are placed in a carefully designed pattern. Once again we have a wheel layout that offers "chaos" when compared to the layout on the table. If we eliminate the single "0" the remaining numbers shown above are the numbers to use for partner play.

Arranged in numerical order, for easier use, they would look like this:.

2,4, 6,13,15,17,19, 21,25, 27, 32, 34,
1, 5, 8, 10,11,16, 20, 23, 24, 30, 33, 36,
3, 7, 9,12,14,18, 22,26,28,29, 31, 35

For the single player version we can also eliminate the single "0" and divide the wheel into four pie-shaped sections. Again, arrange the numbers from each section in numerical order. This will make it easier to find the correct section for a number when that number is "selected" by the ball. Here are the "randomly scattered" numbers for the four pie-shaped sections, from the **single-zero** type of wheel, placed in numerical order by section.

A. 2, 4, 15, 17, 19, 21, 25, 32, 34
B. 6, 8, 10, 11, 13, 23, 27, 30, 36
C. 1, 5, 9, 14, 16, 20, 24, 31, 33
D. 3, 7, 12, 18, 22, 26, 28, 29, 35

Look carefully at the section-number chart for the single player single-zero we have included for your use in practice and actual casino play. You will be able to detect the pattern because the numbers on our charts are in numerical order. The chart and more information on **single-zero** playing will be found in the Appendix, page i.

NOW LET'S SHOW YOU <u>HOW</u> TO ACTUALLY PLAY THE CPR SYSTEM!!

Figure out which three or four sections of the wheel you are going to be playing. We have charted our sections below. If you are going to use the same numbers we use, then photocopy this table for yourself.

Again, if you are going to use different numbers in your sections, *be sure to use groups of 12 or 9 contiguous (adjacent) numbers for each of your three or four sections.* Some players type up their numbers on a small card that they take with them to the casino. Others write their numbers on top of their score cards. [NOTE: For your convenience, as a purchaser of this course, you are authorized to copy only the number-charts, the betting progression charts and the record-keeping charts.]

You will notice on our tables that each partner's numbers are grouped in ascending order. One partner has the higher-value numbers and the other has the lower numerical values. This allows one partner to sit near the foot of the table where it is easier to reach the higher numbers. The other sits nearer the wheel where the lower numbers are within reach. Sitting close to the assigned numbers allows each partner to rapidly place the bets between spins. This can become important when there are other players who are also attempting to place bets at the same time.

<u>OUR TWO-PLAYER (PARTNER) NUMBER ASSIGNMENTS</u>

Sect.	Partner #1	Sect.	Partner #2
A	5, 7, 9, 11, 15, 17	**A**	20, 22, 26, 30, 32, 34
B	0, 2 4, 6, 14, 16	**B**	18, 21, 23, 31, 33, 35
C	00, 1, 8, 10, 12, 13	**C**	19, 24, 25, 27, 29, 36

One partner **must** be responsible for tracking the results of every **spin** of the wheel. (Both may record, if desired, which might be a good idea, as a double-check.) Note every decision — each number the ball selects. Check to see which of the three sections the number belongs to, and **mark that section** on the scorecard. We use a circle to denote the ball falling in a particular section.

THERE ARE THREE "MODES" OF PLAY IN CPR: "WAIT," "COAST," AND "ATTACK."

NOTE 1:

When it is time to make our **first bet** on the numbers, we will be just leaving the "WAIT MODE" and beginning the "COAST MODE." In this COAST MODE we will use a carefully conceived betting progression. This betting progression will ensure that when we get a HIT on one of the numbers in our target zone we will net-out an amount of money that will not only pay back whatever losses we have taken, just previous to our WIN, but also pay us a nice profit! The word "COAST" means just that — **coast.** In other words, we want to conserve our resources until a positive indication tells us that it is time to "ATTACK."

NOTE 2 :

Once we have made our **first bet** in the "COAST MODE":

1. We will then bet on <u>every successive spin</u> of the wheel,
2. and on all of the numbers in the <u>same section.</u>
3. until we get our <u>**first WIN.**</u>

THE WAIT MODE

When we first arrive at the table we are automatically in WAIT MODE. The purpose of this mode is to wait until a certain predetermined number of misses **in a row, in any section,** has occurred. This will be our positive indication that it is time to "move in." In other words, you must wait until any one of the sections has had 7 or 9 CONSECUTIVE misses, depending on whether you are using Partner or Single Player methods. This is our positive indication to begin betting in the newly qualified section. When this occurs we then bet **on all the numbers** in that section **beginning WITH THE NEXT SPIN.**

NOTE: While we are in the WAIT MODE, waiting for one of the sections to experience 7 or 9 successive misses, we can play in the "OUTSIDE" boxes. One partner plays the "Black" position while the other plays the "Red." These two positions will only pay one-to-one. Since we are WAITING, we will only play one unit, or a table minimum bet whichever is larger, in each outside box. Obviously one of you will lose, and one will WIN on these bets.

The purpose of playing the Red and Black while WAITING is sort of like "paying the rent." It allows us to stay at the table so that we can track each number, on every roll, as the ball makes its decision. While in the WAIT MODE, we must mark the proper section in our records that each number belongs to, as each number is called. This is the only way to accurately determine when one of the sections has experienced the necessary number of **consecutive** misses. This is precisely how we determine when it is time to **leave the WAIT MODE and begin** the COAST MODE.

Most casinos do not require you to bet on every spin of the wheel. Many will allow you to play every other spin. It's **crucial** not to get anxious and start betting in any section until it has had the proper number of misses IN A ROW.

When enough **consecutive** misses occur while we are WAITING, we will then shift to COAST MODE and begin — **on the very next spin** — to bet all twelve or nine numbers in the section that has just "qualified." Any one of these inside numbers will pay us 35-to-l when they are HIT.

By following the COAST MODE BPC on page 26, the BIG TARGET (one-third of the wheel) will have to be missed a total of 19 times in a row to cause you to lose your buy-in money. You can see that it is a very rare occasion for that to happen.

<u>THE COAST MODE</u>

As soon as any one of the sections has consecutively missed the requisite number of times while in the WAIT MODE, we **immediately** move into the COAST MODE. "Immediately" means just that - on the **very next spin** of the wheel!! This is why we must keep accurate and timely records ~ so that we will be able to take advantage of the opportunity as soon as it appears.

For example, if section "B" is missed seven consecutive times, then we will immediately, **on the next spin,** start betting on **all the numbers** in column "B." The first bets we place, on **all** the numbers mat comprise the active section ('B' in this case) will **always** be the "FIRST LEVEL" unit-bets as shown in the COAST MODE Betting Progression Chart (BPC) on page 26.

Once we start in the COAST MODE we will be betting on **every spin** of the wheel for a while. We will also bet on **all the same numbers** in the Active Section. This is the section that has just qualified by having at least 7 or 9 consecutive misses while we were in the WAIT MODE.

For as long as we are betting in this section and not getting a "HIT" on one of our numbers, we will continue to follow the COAST MODE BPC. Note that this progression ALWAYS increases after the second level spin. This betting progression is designed to ensure that when we get a HIT on one of the numbers in our target zone we will net-out an amount of money that will **pay back** our losses, and **also** pay us a nice profit!! If you lose on a spin then use the Bet-units amount shown on the COAST BPC for the next spin-level. Be sure to bet on the **very next spin —** don't miss out and skip a spin during this mode. You could miss a crucial WIN if you don't get onto all 12 of your numbers **before** the next spin. We are now COASTING while we wait for our FIRST HIT on one of the numbers we are playing in this active section. (See NOTE 2 on page 23.)

In any event, you will continue placing bets on each spin, following the COAST MODE Betting Progression Chart, **until** you **get a WIN in that column.** Be sure to bet on all of the numbers in the active section

COAST MODE

TWO PLAYER BETTING PROGRESSION CHART ("BPC")

Spin Number	Bet Level	Betting Units	Total Bet	Grand Total	WIN Pays	NET GAIN
8	1	1	12	12	35	24
9	2	1	12	24	35	12
10	3	2	24	48	70	24
11	4	5	60	108	175	72
12	5	10	120	228	350	132
13	6	15	180	408	525	132
14	7	25	300	708	875	192
15	8	35	420	1128	1225	132
16	9	50	600	1728	1750	72

Note: Each Partner Will Need at Least 864 Units to Complete this Betting Progression

OUR PARTNER PLAY NUMBER ASSIGNMENTS

Sect.	Partner #1	Sect.	Partner #2
A	5, 7, 9, 11, 15, 17	**A**	20, 22, 26, 30, 32, 34
B	0, 2, 4, 6, 14, 16	**B**	18, 21, 23, 31, 33, 35
C	00, 1, 8, 10, 12, 13	**C**	19, 24, 25, 27, 29, 36

COAST MODE

TWO-PLAYER CHIP CHART

USE THIS CHART TO HELP PREPARE YOUR BETS FOR THE NEXT SPIN OF THE WHEEL IN CASE YOU DON'T GET A "HTT" ON THE CURRENT SPIN.

BETTING LEVEL	Number of units to PLAY ON ALL 12 NUMBERS	Number of 25¢ Tokens to PLAY ON ALL 12 NUMBERS	Number of $ 1. Chips (WHITE) to PLAY ON ALL 12 NUMBERS	Number of $ 5. Chips (RED) to PLAY ON ALL 12 NUMBERS
1	1	1		
2	1	1		
3	2	2		
4	5	1	1	
5	10	1	1	
6	15	3	3	
7	25	1	1	1
8	35	3	3	1
9	50	2	2	2

TO PLAY 25¢ UNITS: EACH PARTNER BUYS-IN WITH $220. EACH BUYS $25. IN COLORED TABLE TOKENS = (100 Ea.),
$70. IN $1. CASINO CHIPS = (70 ea. WHITE),
AND $125. IN $5. CASINO CHIPS = (25 ea. RED),
TOTAL PARTNERSHIP BUY-IN IS: $440.

NOTE: The above mix of chips for buy-ins is not an absolute requirement. Some casinos may not sell one dollar and/or five dollar chips at their roulette tables. If this is the case, buy 100 colored table-tokens (25¢). Also buy enough $25. chips (green) to cover the balance of your buy-in for the chips they don't sell at their table. Just be prepared to ask the dealer to change some of your $25. chips when necessary. You certainly don't want to run out of the smaller denominations and miss placing all of your bets.

IMMEDIATELY after your **first** WIN in a column, move into the **"ATTACK MODE."** You will also DROP BACK from whatever bet-level you had just used when you got your first WIN in the COAST MODE. Immediately **- on the very next spin -** place **FIRST LEVEL** bets on **all the same numbers** you were just playing!!

Your betting progression will now "shift gears." This first WIN signals that you are to **move from** the COAST MODE **to the ATTACK MODE."** You will now change to the more aggressive **"ATTACK MODE Betting Progression Chart"** shown on page 31. Also continue to play all the **same numbers,** in the **same section.** as long as you have repeat WINS.

Two ATTACK MODE B.P. Charts are shown for Partner Play **-** (pages 31 and 34). The second BPC is for an even **more** aggressive ATTACK MODE II. We suggest you use the more conservative BPC (the first one) until you become proficient in keeping up with the pace of the fast-moving tables.

We have also included "Chip Charts" immediately following the BPC's to help you prepare your bets for the next spin while the ball is still rolling.

Single Player Charts will be covered in the Single Player section.

THE ATTACK MODE

Our first WIN, while we were in the COAST MODE, has just turned our active column into a HOT "WIN COLUMN." We had been in the COAST MODE waiting for a WIN that could signal that this section is now **"HOT."** This is the positive expectation we were looking for. Therefore, we can reasonably expect to receive repeat HITS in this same section. While this does not happen every time, the *expectation* of *repeat HITS* makes it now worthwhile to go for additional WINS. That is why we now ATTACK.

Place your next bets (your one-unit, FIRST-LEVEL bets) **before the next spin AND IN THE SAME COLUMN.** You **stay** in the **same column** and try to get as many repeats as possible in **the column where you just had a WIN.** After all, this column has already shown that it is hit starved and now ready for some hits. Repeat hits happen quite often. We have seen the same column repeat as many as eight times, and have been told of up to eleven repeats by some of our players! Three or four repeat hits are more common.

Repeat hits are common enough that you can often make a quick profit while the phenomenon is taking place. That is why you now go **ON THE ATTACK.** Your ATTACK MODE BPC now tells you to **increase** your bets on successive spins in order to maximize the situation. There are two "ATTACK" BPC's, pages 33 & 34, the second one is the more aggressive. This is the one to use when you are noticing a lot of repeats after a WIN. You still continue to bet all the same numbers in the same section. You will also follow the BPC unit-level bets as shown on the ATTACK MODE BPC (of your choice) for each successive spin **for as long as you have WINS.**

We also suggest, instead of using circles to denote the section where the ball landed, that you write the actual number called in the appropriate column on your record sheet. This way you can go over the chart at another time to be sure you were recording the correct column for each "decision." You can reserve your circle to circle the unit-level amount shown for the last bet when you got your HIT.

When you get your HIT -- **DROP BACK DOWN TO THE FIRST-LEVEL BET** as shown on your betting progression charts. (That will **always** be one unit.)

REMEMBER:

After you have your **FIRST WIN** in a column during COAST MODE, **DROP back from** whatever bet-level you had just used when you won, down to the FIRST LEVEL of one unit and begin the ATTACK MODE.

For example, assume that on the fifth level of your COAST betting progression you finally WIN. Collect your money and record the amount won on your score card in the "$" column. **IMMEDIATELY** place one-unit bets on all the same numbers. You have now shifted into the ATTACK MODE.

It is **CRUCIAL** that you keep track of both the amount and the column, or section, where you have just made your last bets. Your partner needs to know where your bets are to be placed so that **both** of you are betting in the **same section.** One of my most painful losses was due to carelessness on my part. I really "goofed." If I had correctly informed my partner **where** to bet we would have won instead of lost.

* * * * REMEMBER * * * *

USE THE "ATTACK" BETTING SEQUENCE ONLY AS LONG AS YOU CONTINUE TO EXPERIENCE SUCCESSIVE WINS IN THE SAME COLUMN AS THE PREVIOUS WIN.

ATTACK MODE - PARTNER PLAY

UTILIZE THIS POSITIVE INCREASE (1-2-3) AFTER A WIN IN ANY SECTION. THEN FOLLOW THE PROGRESSION AS LONG AS YOU HAVE SUCCESSIVE WINS.

SPIN NUMBER AFTER THE FIRST WIN IN ANY SECTION	NUMBER OF UNITS TO BET ON ALL TWELVE SECTION NUMBERS	TOTAL BET ON ALL 12 SECTION NUMBERS ON THIS SPIN ALONE	GRAND TOTAL OF UNITS PLAYED SINCE THE START OF WINNING SEQUENCE	A 35-to-l 'WIN' WILL PAY OUT TO YOU	A "WIN" GIVES THIS NUMBER OF UNITS AHEAD ON THIS WIN ALONE	TOTAL NET GAIN TO YOU SINCE START OF THIS WINNING SEQUENCE	TOTAL NET UNITS AHEAD IE YOU LOSE AT THIS LEVEL
1	1	12	12	35	24	24	(-12)
2	2	24	24	70	48	72	-0-
3	3	36	36	105	72	144	36
4	1	12	12	35	24	168	132
5	2	24	24	70	48	216	144
6	3	36	36	105	72	288	180
7	1	12	12	35	24	312	276
8	2	24	24	70	48	360	288
9	3	36	36	105	72	432	324
10	1	12	12	35	24	456	420
11	2	24	24	70	48	504	432
12	3	36	36	105	72	576	468
13	1	12	12	35	24	600	564
14	2	24	24	70	48	648	576

(* SEE TABLE NOTES NEXT PAGE)

* TABLE NOTES

COLUMN A:

Spin Number - After THE <u>FIRST</u> WIN IN ANY SECTION. After a WIN in ANY of the sections start counting the successive spins that continue to WIN in the <u>same section.</u>

COLUMN B:

Number of units to bet on ALL SECTION NUMBERS. When a WIN occurs in any section, then the next bets will be placed <u>before</u> the next spin, and on every number in that same section. Bet the Unit Amount(s) shown in this column. Increase to the next level shown IF, and ONLY IF, one of the current bets WINS in this same column. REMEMBER: USE THIS BETTING SEQUENCE ONLY AS LONG AS SUCCESSIVE WINS CONTINUE IN THE <u>SAME</u> COLUMN. The first time a loss occurs in this column then immediately stop betting in the column. Look for another column with 7 or 9 (or more) misses and start betting in that column, using the COAST MODE BPC. If none, then return to WAIT MODE.

COLUMN C:

Total AMOUNT OF UNITS bet on the twelve section numbers, THIS SPIN ONLY.

COLUMN D:

The Cumulative Total Of All Units Played Since the Start of THIS Winning Sequence.

COLUMN E:

A 35-to-l WIN WILL PAY OUT THE AMOUNT SHOWN. THE PLAYER ALSO KEEPS THE ORIGINAL BET THAT WAS PLACED ON THE WINNING NUMBER.

COLUMN F:

NET NUMBER OF UNITS AHEAD ON <u>THIS WINNING SPIN</u> ALONE.

COLUMN G:

<u>TOTAL NET GAIN</u> SINCE THE START Of THIS WINNING SEQUENCE.

COLUMN H:

The TOTAL NET UNITS AHEAD If Player Should <u>LOSE</u> at THIS Spin Level.

ATTACK MODE - PARTNER PLAY

CHIP CHART FOR 25¢ UNITS
{ For 12-Number Sections }

USE THIS TABLE (COLUMN #3) TO MAKE UP YOUR 12 STACKS FOR THE NEXT SPIN IN CASE YOU GET A "HIT" ON ONE OF THE CURRENT BETS.

SPIN NUMBER - AFTER THE FIRST "WIN" IN ANY SECTION	NUMBER OF UNITS TO BET ON ALL TWELVE SECTION NUMBERS	NUMBER OF 25¢ TOKENS TO BET ON ALL TWELVE SECTION NUMBERS	NUMBER OF 25¢ UNITS AHEAD, ON THIS WIN ALONE	TOTAL NET GAIN SINCE THE START OF THIS WINNING SEQUENCE	TOTAL NET UNITS AHEAD IF YOU LOSE AT THIS LEVEL
1	1	1	24	24	(-12)
2	2	2	48	72	0
3	3	3	72	144	36
4	1	1	24	168	132
5	2	2	48	216	144
6	3	3	72	288	180
7	1	1	24	312	276
8	2	2	48	360	288
9	3	3	72	432	324
10	1	1	24	456	420
11	2	2	48	504	432
12	3	3	72	576	468

ATTACK MODE II - PARTNER PLAY

A MORE AGGRESSIVE, POSITIVE INCREASE (1-2-3-5).
THIS ONLY STARTS AFTER A WIN IN ANY SECTION.

USE THIS BETTING SEQUENCE ONLY AS LONG AS YOU CONTINUE TO EXPERIENCE SUCCESSIVE WINS IN THE SAME WIN COLUMN.

Spin Number — After FIRST WIN in ANY SECTION	Number of Units to Bet on ALL SECTION NUMBERS	Total Bet on the 12 Section Numbers, This Spin	Cumulative Total Units Played Since Start of WINNING	A 35-to-l WIN WILL PAYOUT	UNITS AHEAD, THIS WIN ALONE	TOTAL NET GAIN Since START Of WINNING SEQUENCE	TOTAL NET UNITS AHEAD If LOSE at This Level
1	1	12	12	35	24	24	(-12)
2	2	24	24	70	48	72	0
3	3	36	36	105	72	144	36
4	5	60	60	175	120	264	84
5	1	12	12	35	24	288	252
6	2	24	24	70	48	336	264
7	3	36	36	105	72	408	300
8	5	60	60	175	120	528	348
9	1	12	12	35	24	552	516
10	2	24	24	70	48	600	528
11	3	36	36	105	72	672	564
12	5	60	60	175	120	792	612
13	1	12	12	35	24	816	780
14	2	24	24	70	48	864	792

ATTACK MODE II

{ CHIP CHART FOR 25¢ UNITS }

(UTILIZE THIS PROGRESSION AFTER A WIN IN ANY SECTION, AND FOR ONLY AS LONG AS YOU CONTINUE TO EXPERIENCE SUCCESSIVE WINS IN THE SAME COLUMN AS THE WIN.)

USE THIS TABLE TO MAKE UP YOUR 12 STACKS FOR THE NEXT SPIN, JUST IN CASE YOU DO GET A "HIT" ON ONE OF THE CURRENT BETS.

SPIN NUMBER - AFTER FIRST WIN IN ANY SECTION	NUMBER OF UNITS TO BET ON ALL TWELVE SECTION NUMBERS	NUMBER OF 25¢ UNITS TO BET ON ALL 12 SECTION NUMBERS	NUMBER OF $1. CHIPS TO BET ON ALL TWELVE SECTION NUMBERS	NUMBER OF UNITS AHEAD ON THIS WIN ALONE	TOTAL UNITS GAIN SINCE THE START OF THIS SEQUENCE	TOTAL NET UNITS AHEAD IF YOU LOSE AT THIS LEVEL
1	1	1		24	24	(-12)
2	2	2		48	72	0
3	3	3		72	144	36
4	5	1	1	120	264	84
5	1	1		24	288	252
6	2	2		48	336	264
7	3	3		72	408	300
8	5	1	1	120	528	348
9	1	1		24	552	516
10	2	2		48	600	528
11	3	3		72	672	564
12	5	1	1	120	792	612
13	1	1		24	816	780
14	2	2		48	864	792
15	3	3		72	936	828
16	5	1	1	120	1056	876

In case we are in a casino without our regular score sheets we have found that it works quite well to put our section numbers at the top of a baccarat card. We then use this card to keep track of the game. The casinos do not care if you track the game results. In fact, some casinos will even supply you roulette tracking cards for that very purpose. Once in awhile you will run into a dealer who wants you to keep your records off the table, so just get used to keeping your number and record-keeping charts in your lap.

You will also notice that many casinos now use a lighted score board that supposedly shows the HITS, or decisions of the previous 16 spins. Experience has shown us that these wheels are notoriously inaccurate.

Even if the electronic score board displayed accurate results for the preceding spins, it is too time-consuming to attempt to transfer that previous spin-history onto your records. That is because their numbers have a different grouping than ours. The score board groups them by "dozens," not by our pie-shaped sections. That information is useless to us and is probably just another attempt to confuse the casual player. The casinos with the electronic scoreboards are also the ones who will not have the paper scorecards to give to you. (They're trying to help with "The Paper-less Society"??) Be sure to only record a number you have seen hit. Do not rely on the scoreboard to tell you.

We have included some sample record-keeping sheets in the back of this manual. You can copy them and take some to the casinos mat don't provide baccarat or roulette tracking-cards.

Our Score Sheets, or baccarat cards, come in very handy for tracking the play at the table, and best of all...

NOBODY CARES IF YOU DO !!

Before changing anything about this system, please test and re-test your new ideas to be sure that you've come up with something better. You certainly don't want to find out during live casino play, with real money bet on the table, that your changes were flawed!!.

The only differences between Single Player and Partner Play charts are 4 columns instead of 3, and 9 numbers per section instead of 12. We will also explain other multiple-player versions that are fun to play when you are out "casino-hopping" with friends. See the Appendix for the multiple-player "Party" versions.

EXAMPLES OF PARTNER PLAY

CHART NOTES:

Every box with an "O" in it denotes that the ball landed on a number belonging to that section of the wheel.

An "R" in the "$" column says that we are playing in the Red and/or Black boxes.

An "L" denotes the "BET LEVEL", found on our "COAST MODE" Betting Progression Charts (BPC) for that spin-number.

After 7 successive non-hits in any one column begin "COAST MODE."

On the example here, assume we did not get a "HIT" on any of our 12 numbers. We then place the SECOND LEVEL bets as found on our BPC... in the SAME COLUMN and on all of the SAME NUMBERS.

A	B	C	$
O	(Begin Wait Mode) =>		R
O			R
	O		R
O			R
O			R
	O		R
	O		R
O	(Begin Coast Mode) =>	Place L - 1 Bets	Lose 12 units
		Place L - 2 Bets O	WIN Net 12 units Ahead
	(Begin Attack Mode) =>	Place A - 1 Bets O	WIN Net Gain 24 units

After the FIRST WIN in "COAST MODE" drop back to FIRST LEVEL bets and switch immediately to the "ATTACK MODE, A-l."

An "A" denotes the "BET LEVEL", found on our "ATTACK MODE" (BPC) for that spin-number.

In order to kill time, while we "WAIT" for a section to miss the proper number of times, one partner can play "Black" and the other "Red." Each bets only the minimum bet - whatever the casino minimum will allow — so our risk is very low.

Although one player may lose money, the partnership has not lost any money, you are still "dead even" unless the ball selects the Green ("0" or "00") in which case both Red and Black lose. However, playing the Red and Black is still the most conservative method of play for "Partner Play," and it has little effect on the bottom line of our win rate.

We tried to cover that "Green-hit" possibility by splitting a minimum bet across "0 and 00" but soon discovered that we were losing money on this longshot. You might like to try it. However, we don't recommend it because you must invest a "Table Minimum" bet, that could be several units, on a longshot.

		Place A - 2 Bets O	**Win Net Gain 48 units**
	O	**A - 3 Bets (Lose)**	**Net 36 units ahead**
O		**(Resume Wait => Mode)**	**R**
	O		**R**
		O	**R**
O			**R**
O			**R**
	O		**R**
		O	**R**
O			**R**
	O		**R**
		O	**R**
O			**R**
O			**R**
O			**R**
	O		**R**
O			**R**
	O		**R**
	O		**R**
(Begin Coast) =>	**O**	**L - 1 Bets**	**Lose 12 units**

The " $ " column is **normally** used to record the amount of the "Net Gain" when we hit on **one of the numbers in our column** or section. The "Net Gain" amount will be found on the BP Charts on the same line as the bet-level being played when a number "Hits."

Recording our net gains in the "$" column allows us to keep track of our winnings as the session progresses.

RULE: Always assume you are going to **lose** the current spin. Prepare stacks of chips and tokens in the value of the next bet-level from the BPC. Be sure you have one stack for each number you are covering. That way, if you lose on this spin, you are instantly **prepared to again** place your bets on all of the same numbers. The number of units in each stack will be determined by the next bet-level as shown on your BPC.

	O	L - 2 Bets	Lose 12 units
	O	L - 3 Bets	Lose 12 units
		L - 4 Bets O	WIN Net 12 Ahead
(Begin Attack) =>		A - 1 Bets O	WIN Gain of 24 units
		A - 2 Bets O	WIN Gain of 48 units
		A - 3 Bets O	WIN Gain of 72 units
	O	A - 4 Bets	Loss of only 12
L - 1 Bets	(Resume Coast) <=	O	Lose 12
L - 2 O			WIN +12
A - 1 O	(Begin Attack) <=		WIN +24
A - 2 O			WIN +48
A - 3 O			WIN +72
A - 4 O			WIN +24

RULE: We must "WAIT" <u>SEVEN SEQUENTIAL</u> misses in any one of the sections before we place our FIRST LEVEL bets. When this happens, we move into "COAST MODE." We place a one-unit bet on ALL twelve numbers that belong to that section - - "The Large Target."

Both partners place these bets. One places the six bets nearest to one end of the layout, and the other places the remaining six.

A - 5 **O**			**WIN** **+48**
A - 6 **O**			**WIN** **+72**
A - 7 **O**			**WIN** **+24**
A - 8		**O**	**Loss of only 24**
O	**L - 1** **Bets**	**(Begin Coast)** **<=**	**(-12)**
	L - 2 **Bets**	**O**	**(-12)**
	L - 3 **Bets**	**O**	**(-12)**
O	**L - 4** **Bets**		**(-24)**
	L - 5 **Bets** **O**		**WIN** **Net 12** **<u>Ahead</u>**
	A - 1 **Bets** **O**	**(Begin** **<= Attack)**	**WIN** **+24**
	A - 2 **O**		**WIN** **+48**
	A - 3 **O**		**WIN** **+72**
	A - 4	**O**	**Loss of only 12**
O		**(Begin Wait) =>**	**R**

NOTE: **Some other suggestions for Single Players in the** "WAIT MODE" **will be found in the section: "Tips For Single Players" on page 60.**

OPTION: **If you choose to play the optional two-to-one boxes, instead of Red/Black during "Wait Mode," you sometimes might come out ahead!**

A " W " denotes a "Win" in our column.

O			R
	O		R
O			R
	O		R
O			R
O			R
O	(Begin Coast) =>	L - 1	
	O	L - 2	
	O	L - 3	
	O	L - 4	
O		L - 5	
		L - 6 O	WIN Even
	(Begin Attack) =>	A - 1 O	WIN + 24
		A - 2 O	WIN + 48
O		A - 3	(-36)
	(Begin Wait) =>	O	R
		O	R
O	L - 1	(Begin <= Coast)	-12
	L - 2	O	-12
O	L - 3		-12
	L - 4 O		W Net +12

Results for this short session:
Net 528 units ahead.

	A -1 O	(Begin <= Attack)	W +24
	A - 2 O		W +48
	A - 3 O		W +72
	A - 4 O		W +24
O	A - 5		(-24)
O	(Begin Coast) =>	L - 1	(-12)
O		L - 2	(-12)
	O	L - 3	(-12)
		L - 4	W Net +12

Remember, when you get your **FIRST WIN** in COAST MODE, you then make your **next** 12 bets (back at one unit each) on **the NEXT SPIN** and in **the SAME COLUMN.** Also remember to **"Switch Gears"** and use one of the **"ATTACK MODE"** BP charts.

Now INCREASE your bets to the next bet-level after each WIN, as long as that section keeps winning. The first time you miss in a column — after **winning one or more times** — you leave that column. Now, either go to another column (section) that has had enough consecutive misses, or play Red and Black until a column develops the required number.

In other words, when in the ATTACK MODE and your column finally misses, look for another column that has had 7 (or 9) or more misses in a row. If you just had several consecutive WINS in the same column, then one - or perhaps both - of the other

two columns have had 7 (or 9) or more misses. If two sections qualify place your first level bets on all twelve numbers in the column (section) that has had the most consecutive misses. You must see by now why accurate record-keeping is so critical to consistent winning.

REMEMBER — After losing on a repeat, look for an "open" column, one that has missed the requisite times, **OR MORE,** in a row. If there is a column that has enough misses then **IMMEDIATELY** start betting **IN THAT NEW SECTION.** Get your twelve first-level bets on the table in the new section **BEFORE** the next spin. Incidentally, your First Level Bets on the center numbers are **ALWAYS**

ONE UNIT PER NUMBER.

All your BPC's start at one-unit bets and they are to be placed on every number in the "active" section.

If no section has missed enough times, one of you bets Red while the other bets Black. Wait for your opportunity, it will come. While betting the Red and Black your bets will cancel each other out. Most casinos do not require you to bet on every spin of the wheel. Many will allow you to play every other spin. However, there are advantages if you play every spin. It keeps you busy and involved, holds your place at the table and allows you time to record the section for each number on **every spin,** as the ball "decides" on them. It **is crucial** not to get anxious and start betting in any section until it has had the proper number of misses IN A ROW.

TO PARTNER OR NOT TO PARTNER??

YOU CAN **PLAY ANY OF THESE SYSTEMS WITH OR WITHOUT A PARTNER**

There are a great number of variations available if you follow the basics of CPR play:

> You can play either the Partner or the Single-Player Systems.

> You can play the Conservative or Aggressive BPC's on any version.

> You can even play the Multiple-Partner versions.

We have heard many different reasons for playing one way or the other. We figure that for as many players as there are out there, there will be at least that many reasons to go one way or the other.

When Friends or Family Come to Town, You Can Actually Have Them Play with You If You Want.

*** * Just Make up a List of Numbers for Them to Play * ***
then Give Them Instructions at the Table.

There are several "Party Plan" number-tables in the Appendix.

SOME NOTES ON PARTNER PLAY

~ One partner should be designated as the scorekeeper. That person will be responsible for tracking each spin of the wheel and advising the other partner on which sections to bet. Say "A, B, or C" for the Three-Section ("Partner") system, or " A, B, C or D" if two people are playing the Four-Section version.

~ When the proper time comes to start placing bets on numbers, the scorekeeper simply turns to his or her partner and says something like "A" or "Section A." At this point the partner will start to bet in section A and covers the six assigned numbers with Level One bets. The other six numbers will be covered by the scorekeeper.

~ While playing with a partner it is a frequent event for one of you to get "wiped out" of your colored chips and the additional money you've brought with you. (The other partner has been winning on most of the numbers he has been playing.) Should this happen to you, simply turn to the winning partner and ask to borrow some money. The partner who is ahead will be able to "loan" the other some of their regular casino chips (not the roulette chips). Now the "losing partner" buys back into the game.

~ Don't think you must always play as 50/50 partners! Sometimes there are partners who have different size Bankrolls available. If that is your situation then you might want to play at a $1. table and play with a 75% to 25% split on both the bankroll and winnings. It is very easy to do.

~ The casino personnel might occasionally notice the similarity of your playing methods. They might even notice that you are friends. We have been amused when they are baffled by the fact that one of you leaves "broke" while the other has won a lot of money. Many times the dealers say things like: "Well at least your friend won whatever you lost." Yes, he sure did, and a whole lot more, too!! And not only that, but we're still friends!!

~ If you would like to play with multiple partners, simply divide your sections of numbers into even amounts. Assign a part of the number charts to each of the multiple partners. Each partner must always be responsible for the same group of numbers. All partners must also know which section is being played at all times.

~ Two players -- six numbers each. Three players -- four numbers each. Four players -- three numbers each. Six players -- two numbers each. The bet amounts on the inside numbers don't change. It's simple, it's fun and everybody can win a little money with you!!

~ Follow the same BPC's as with the regular versions. When it is time to bet "on the outside" (WAIT MODE,) one player must be designated to bet Red for every one who is betting Black. If there are several of you, one of the partners places a minimum bet on Black. Another of the group places an equal amount on Red. That way you will only lose should a green "0" or "00" come up, and then it will only be a minimum loss.

~ Remember -- you do not need to bet every spin. Every other, or every third spin will do in most casinos. You will definitely want to pay as little rent for your seat as possible.

Most of the players -we have spoken with are playing the aggressive approach in the Partner System. There are probably a couple of good reasons for the "Partner System" popularity.

(1) The average winnings per player are higher than in the Single Player version,

and . . .

(2) It is nice to have a friend at the table to talk to while the winnings come pouring in.

SINGLE PLAYER VERSION

IT IS EASIER TO PLAY, AND IS STILL QUITE PROFITABLE!

AND YOU GET TO KEEP ALL YOUR WINNINGS -- NO SPLITTING IT UP HERE!!

In response to requests by a number of players, we reviewed almost 500 games and have come up with an abbreviated version, "Single Player CPR." The sectional play is changed a little to make it easier for one person to play alone. The level of safety (the defense) is still virtually the same as the larger system.

All of Our Testing on this Variation Has Shown it to Perform Quite Well, at Approximately 100 to 150 Units per Hour. The Defense Is Still Very Good.

The Partner System uses one third of me wheel per section. Remember that we divided the wheel into three equal BIG TARGET betting sections. The Single Player CPR System breaks the wheel into **FOUR** equal BIG TARGET sections. It is still important, however, to use adjacent number-groups on the wheel. We will identify the four sections used for the Single Player System as "A, B, C and D."

For simplicity's sake, we are not going to repeat everything that has already been covered in the Partner System.

The Single Player changes are these:

* Divide the wheel into any four pie-shaped sections of nine adjacent numbers. We found that it was easiest to simply not bet the "0" or "00." We then divided the remaining numbers into four sections (see the "Single Player Numbers" chart on page 51).

* Contrary to popular belief, the "0" and "00" do not come up more often than any of the other numbers. They also pay the same 3 5-to-l

when they HIT. The fact that they are colored green is another diversion to confuse players.

* The betting progression is different because our target area is not as large as in Partner Play. Now, instead of trying to hit a large beach ball, consider this style of play like swinging at a basketball. Instead of waiting for a section to miss **seven** times, we are now going to wait for one of the four sections to miss NINE **TIMES IN A ROW** before placing our First Level bets.

* There are more steps in me betting progression to allow for more "misses" in our section after we do start betting.

* After HITTING a section for a WIN, move into the ATTACK MODE in that section.

* If one of the other sections has missed at least nine times in a row, consider also placing first level bets on the numbers in that section.

When you lose in the current section of play, move immediately to the section with nine or more misses.

* If two sections have each missed nine times or more, THEN BET IN THE SECTION THAT HAS HAD THE MOST CONSECUTIVE MISSES. That section will most likely HIT sooner.

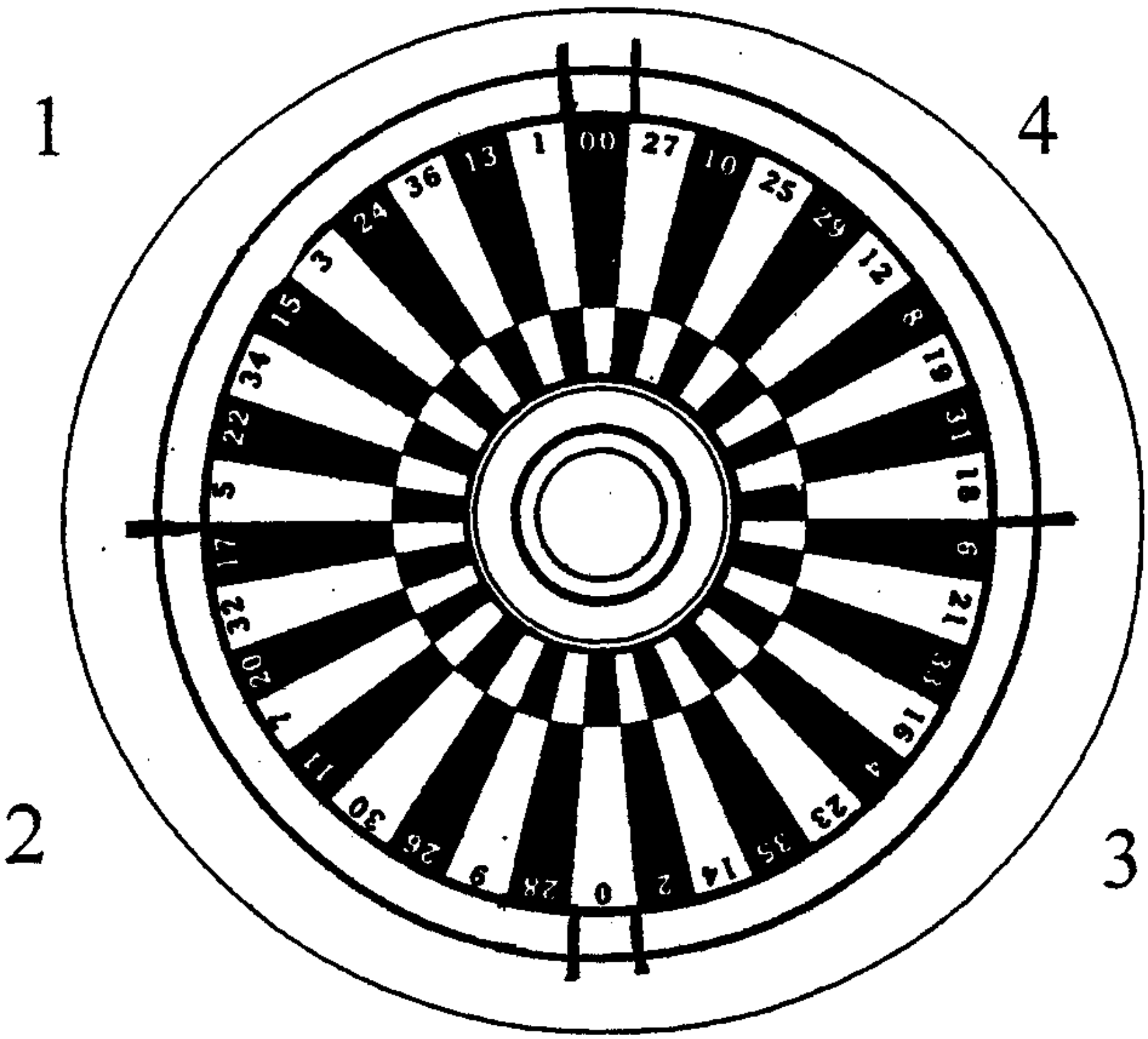
* If no other section has missed at least nine times, then go for repeats. Continue to play that section as long as you are winning. If another section develops nine misses while you are still winning, **immediately** switch to **that section.**

* On the first loss quit betting on the numbers and go instead to the outside bets (Red/Black) and wait for nine misses in any one section.

In many cases it is possible to bet on every other spin and still remain at the table. We highly recommend this approach to minimize bankroll draw down.

* As in the Partner System, you are free to pick any numbers that you would like to exclude from betting (the "non-numbers"). We have listed our numbers for Single Play on page 51. We decided to divide the wheel up and leave the greens out of it. (The "0" and "00" are colored green on the tables.)

As you have seen from the photocopy of the wheel, it appears to be very randomly laid out. We have drawn different lines on the wheel below to illustrate how we divide it up for Single Player CPR purposes.



When playing the Single Player CPR version, the wheel is divided into four adjacent pieces of pie instead of only three. Again, we eliminate two numbers that we never play — the non-numbers. Any two can be picked but be sure that you have four sections of contiguous numbers without the two non-numbers being adjacent to each other. We arbitrarily chose the "0" and "00," because they are positioned directly opposite each other on the wheel. That makes the wheel easy to divide into "quarter-pie" sections.

There are now four LARGE TARGETS instead of only three. This gives us nine numbers in each pie section. The reason for the smaller sections is so that when one person is playing alone there are fewer numbers that must be covered between each successive spin of the wheel. Remember there is only one person. He or she must also keep a record of the "Last Number" as it is called, identify that number's correct section, mark that section on the score-card, and count and prepare the nine stacks of chips - **ALL BEFORE THE NEXT SPIN** of the wheel!

The main reason we developed the Single Player version was to reduce the work load between spins. Some dealers don't like to wait on one person when the table is busy and all the other players are finished placing their bets.

Unless you are very fast, you would probably find it difficult (at least initially) to place ALL TWELVE numbers of the Partner Version with the correct bets, then prepare your next bets, and keep the score-card records all by yourself between successive spins of the wheel. Remember, you cannot risk missing even one spin in the progression. To be sure, that one missed bet would be the spin when your winning number came up. (We also learned **that one** the "hard way!")

Playing the Single Player version, we felt it would be easier to not bet the "0" and "00." It really doesn't matter which two numbers you don't bet, just make sure each section has nine adjacent numbers. Each of these four sections must have all nine numbers grouped together on the wheel. This gives four solid pieces of pie, our LARGE TARGETS, with no breaks inside the pieces.

Here is a suggestion, if you always play alone now, or if you should decide that you want to play alone sometime in the future. After you learn either system well and have some experience, you may want to train yourself to use the three-section 12-number approach, the Partner Version. As you have already learned, the Partner

CPR has a higher expected rate-of-return. In other words, you can expect to WIN more money per session when playing 12-number targets. Besides, if you are playing by yourself, you won't have to split the winnings with anybody!

Based on My 330 Single Player Games, and the First 415 Games Reported to Me by Other Players, We're Holding at a 95%+ Win-Rate on the Single Player Version.

SINGLE PLAYER NUMBERS

This table is used by the Author for Individual Play.

SECTION	PLAY THESE NUMBERS
A	1, 3, 5, 13, 15, 22, 24, 34, 36
B	7, 9, 11, 17, 20, 26, 28, 30, 32
C	2, 4, 6, 14, 16, 21, 23, 33, 35
D	8, 10, 12, 18, 19, 25, 27, 29, 31

PRACTICE AT HOME before going into the casinos to face live play. We suggest when you start playing in the casinos that you start on the 25¢ tables. They even have 10¢ tables in some of the smaller casinos like the El Cortez and others usually found in the downtown Las Vegas or neighborhood areas.

Be cautious when you first start out in the casinos with live play and real money. You may want to begin playing this system during the busy hours at the casino. This is when the dealers will be working slower because they have more players who need change and more people they have to pay. This extra work load for the dealer will give you more time to get your record-keeping done, and all nine of your bets placed between spins without too much pressure.

WHILE NOT AS LABOR INTENSIVE AS THE PARTNER SYSTEM, IT STILL HELPS A LOT IF YOU ARE PREPARED TO PLACE YOUR BETS QUICKLY AND ACCURATELY!!

Always assume you are going to lose on each spin of the wheel. Once the nine bets are on the table, begin **immediately** to prepare your **next nine** stacks of chips. Check your BPC for the units to bet at the next level down from your present level's bets. Make nine stacks equal to the units amount shown for that next level. Now you are prepared to place the next bets if you should lose.

If you WIN — GREAT — collect your chips and mark your WIN on the score sheet. Drop your bets back down to one unit. Place nine Level-One bets on the exact same numbers you were just playing when you got your WIN.

NOTE: It is certainly possible for two people to play the Single Player version. Simply divide the nine numbers in each of the four sections between both players. Only make one buy-in and each player places bets on the numbers nearest to the end of the table where they are sitting. If two players want to play with their own token-color, then each would buy in with $100. (400 25¢ units each). Their chip-mix would each be half that shown below the Single Player Chip Chart on page # 55.

BASIC BETTING PROGRESSION FOR THE SINGLE PLAYER VERSION

The goal of COAST MODE Betting Progression in the CPR system is to strategically invest your buy-in while waiting for the first HIT in any hit-starved section. It is carefully designed to win a nice surplus in addition to replacing the lost units. This betting progression is judiciously designed to stretch out your buy-in while you wait for that first HIT.

Hitting a section **of nine** grouped numbers is a little harder than hitting a slightly larger section of 12 **-** a basketball versus a beach ball. Therefore we need to wait until the smaller section has been missed more times in a row. Now we will wait for nine **CONSECUTIVE** misses in any one column before we start in the COAST MODE. This patience greatly increases the odds of hitting our section soon after we begin covering the nine numbers.

The advantages to single play are different, but no less important:

* As a single player, you can play anytime you want.

* You play at any casino you enjoy, without asking anyone else's opinion.

* If you want to play 25¢, 50¢, dollars or higher, it's up to you.

* Mistakes might be reduced and, if one is made, you won't lose a friendship because of it!

* It's also more exciting. You will have a lot more to do between each spin. You will be keeping score, placing all the bets yourself and stacking the next level of bets preparatory to the next spin. **NO REST!!**

* Playing by yourself, you'll never have to split your winnings.

* Or, you and a friend can share one buy-in. Also share in the work and profits.

The Single Player COAST MODE BP Chart is shown on the next page.

COAST MODE B. P. C.

SINGLE PLAYER VERSION { FOR 9-NUMBER SECTIONS }
PLAY THIS CHART WHILE WAITING FOR A WIN IN ANY SECTION.

SPIN NUMBER, FROM START OF THE "WAIT MODE," (WHILE WAITING FOR NINE CONSECUTIVE MISSES)	SPIN NUMBER, IN "COAST MODE," WAITING FOR A WIN IN ANY COLUMN	NUMBER OF UNITS TO BET ON ALL NINE SECTION NUMBERS	TOTAL UNITS BET ON ALL NINE SECTION NUMBERS ON THIS SPIN ALONE	CUMULA-TIVE TOTAL UNITS PLAYED, SINCE BEGINNING COAST MODE	A 35-to-l WIN WILL PAY-OUT TO YOU	NET UNITS AHEAD. IF PLAYER WINS ON THIS SPIN. NOW GO TO "ATTACK MODE"
10	1	1	9	9	35	27
11	2	1	9	18	35	18
12	3	2	18	36	70	36
13	4	2	18	54	70	18
14	5	3	27	81	105	27
15	6	4	36	117	140	27
16	7	6	54	171	210	45
17	8	8	72	243	280	45
18	9	12	108	351	420	81
19	10	16	144	495	560	81
20	11	22	198	693	770	99

Every time you WIN in any section, in addition to dropping back to level one, look to see if one of the other sections has missed at least nine times in a row.

If two other sections have each missed nine times or more, THEN BET IN THE SECTION THAT HAS HAD THE MOST CONSECUTIVE MISSES. That section is the one most likely to HIT sooner.

OPTIONS: If another section is qualified then you might consider: Begin betting immediately in the new section with nine or more misses, OR Continue to bet in the same section where you just had a WIN, OR Play First Level Bets on all numbers in BOTH sections just in case the new section might be getting hot. (Try this approach for only one to three spins. Don't go above First Level unless one of them HITS.)

Continue to play in the winning section as long as you are winning. If another section develops nine misses while you are still winning, then consider the "Options" immediately above concerning switching or "doubling up" in the new section.

On the first loss quit betting on that section. Begin betting on the numbers in the most qualified section. If no section has enough misses then go to the outside bets (Red/Black) and wait for nine misses in any one section.

COAST MODE

SINGLE PLAYER CHIP CHART FOR 9-NUMBER SECTIONS

BET LEVEL	UNITS To Bet	25¢ Tokens (on 9 Numbers)	$1. Chips (on 9 Numbers)
1	1	1	
2	1	1	
3	2	2	
4	2	2	
5	3	3	
6	4		1
7	6	2	1
8	8		2
9	12		3
10	16		4
11	22	2	5

TO PLAY 25¢ UNITS: BUY $30. IN COLORED TABLE TOKENS = (120 ea.), AND $145. IN $1. CASINO CHIPS = (145 ea. WHITE). TOTAL BUY-IN IS: $175.

<u>IMMEDIATELY</u> after our first WIN in any column, we will move into the ATTACK MODE. We will also drop back from whatever bet-level we had just used when we got our first WIN in COAST MODE. Immediately, on the <u>very next spin</u>, we place First Level bets on all the same numbers we were just playing.

ATTACK MODE B. P. C.

FOR THE SINGLE PLAYER VERSION (FOR 9-NUMBER SECTIONS}

SPIN NUMBER, AFTER FIRST WIN IN ANY SECTION	NUMBER OF UNITS TO BET ON ALL NINE SECTION NUMBERS	NUMBER OF 25¢ UNITS TO BET ON ALL NINE SECTION NUMBERS	A 35-to-l WIN PAYS YOU THIS AMOUNT	NUMBER OF UNITS AHEAD ON THIS WIN ALONE	TOTAL NET GAIN SINCE THE START OF THIS WINNING SEQUENCE	TOTAL NET UNITS AHEAD IF YOU LOSE AT THIS LEVEL
1	1	1	35	27	27	(-9)
2	2	2	70	54	81	11
3	3	3	105	81	162	54
4	1	1	35	27	189	153
5	2	2	70	54	243	171
6	3	3	105	81	324	216
7	1	1	35	27	351	315
8	2	2	70	54	405	333
9	3	3	105	81	486	378
10	1	1	35	27	513	477
11	2	2	70	54	567	495
12	3	3	105	81	648	540
13	1	1	35	27	675	639
14	2	2	70	54	729	657

NOTE: We have found, in the 9-number-section version of play, that even if we lose on the first spin in the ATTACK MODE it usually pays to bet the Second-Level on the next spin **ANYWAY!!** After all, we have been waiting for the column we are now playing to miss for at least nine consecutive times. It is reasonable to expect that the column will start to receive HITS. We want to be there when it does!! **We only risk 18 units on this second try. If we do get a HIT, we will be ahead a net 45 units!**

ATTACK MODE

SINGLE PLAYER CHIP CHART

{FOR 9-NUMBER SECTIONS}

USE THIS TABLE TO MAKE UP YOUR STACKS FOR THE NEXT ROLL IN CASE YOU GET A HIT ON ONE OF THE CURRENT BETS.

BETTING LEVEL WHILE STILL WINNING IN "ATTACK MODE"	NUMBER OF UNITS TO PLAY ON ALL NINE NUMBERS IN THE ACTIVE SECTION	NUMBER OF 25¢ TOKENS TO PLAY ON ALL NINE ACTIVE NUMBERS
1	1	1
2	2	2
3	3	3
4	1	1
5	2	2
6	3	3
7	1	1
8	2	2
9	3	3
10	1	1
11	2	2
12	3	3
13	1	1
14	2	2

ATTACK MODE II B. P. C.

A MORE AGGRESSIVE SINGLE PLAYER VERSION

{FOR 9-NUMBER SECTIONS}

SPIN NUMBER AFTER FIRST WIN IN ANY SECTION	NUMBER OF UNITS TO BET ON ALL NINE SECTION NUMBERS	NUMBER OF 25¢ UNITS TO BET ON ALL NINE SECTION NUMBERS	A 35-to-l WIN PAYS YOU THIS AMOUNT	NUMBER OF UNITS AHEAD ON THIS WIN ALONE	TOTAL NET GAIN SINCE THE START OF THIS WINNING SEQUENCE	TOTAL NET UNITS AHEAD IF YOU LOSE AT THIS LEVEL
1	1	1	35	27	27	(-9)
2	2	2	70	54	81	11
3	3	3	105	81	162	57
4	5	5	175	135	297	122
5	1	1	35	27	324	289
6	2	2	70	54	378	308
7	3	3	105	81	459	354
8	5	5	175	135	594	419
9	1	1	35	27	621	586
10	2	2	70	54	765	605
11	3	3	105	81	756	741
12	5	5	175	135	891	716
13	1	1	35	27	918	883
14	2	2	70	54	972	902

ATTACK MODE II

SINGLE PLAYER CHIP CHART
{FOR 9-NUMBER SECTIONS}

USE THIS TABLE TO MAKE UP YOUR STACKS FOR THE NEXT SPIN IN CASE YOU GET A HIT ON ONE OF THE CURRENT BETS.

BETTING LEVEL WHILE STILL WINNING IN "ATTACK MODE"	NUMBER OF UNITS TO PLAY ON ALL NINE NUMBERS IN THE ACTIVE SECTION	NUMBER OF 25¢ COLORED TOKENS TO PLAY ON ALL NINE NUMBERS	NUMBER OF $1. CHIPS (WHITE) TO PLAY ON ALL NINE NUMBERS
1	1	1	
2	2	2	
3	3	3	
4	5 .	1	1
5	1	1	
6	2	2	
7	3	3	
8	5	1	1
9	1	1	
10	2	2	
11	3	3	
12	5	1	1
13	1	1	
14	2	2	

TIPS FOR SINGLE PLAYERS

Since I've heard from several players who have found out the hard way, I'd like to share these tips with you if you're going to play the Single Player system by yourself.

* Play the tables when they are the busiest. This way the dealers will be slowed down, which allows you to get all your bets placed in time. Remember, you still have to do all your record-keeping **BETWEEN EVERY SPIN.**

* Try to find a cordial dealer. This will help in case the other players all leave in a mass exodus, right when you're in the middle of trying to place your Seventh Level bet!!

* Be sure to tip the dealer occasionally when you WIN. They're going to see you rake in hundreds of chips at a time, so it never hurts to get them on your side. Remember, you may get the same dealer in the future, and you definitely will want him or her to have fond memories of you.

* Park in Valet Parking. Don't make the same mistake I made. You will be cashing in a lot of chips. You don't want to get mugged on the way to your car. And besides, you'll be able to give a good "toke" to the Valet!!

* Ignore what all the other players are telling you, or any comments on how stupid you are playing. When there are two of you doing the same basic thing the comments don't come as often as when I have played by myself. Many think they've got the answer, but few will leave the table with as many chips.

NOTE:

It Is Also Possible for Two People to Play this Version. Simply Divide the Nine Numbers Between Both of You. Each Is Responsible to Play His or Her Assigned Numbers Just Like in the Partner-Play version. This Allows Two People to Buy in with a Smaller Bankroll.

MONEY MANAGEMENT

BANKROLL

The size of your unit will, more than likely, be determined by the size of your Bankroll. The Bankroll should be the amount of money you can set aside to play roulette. It should not be money mat you can't afford to lose. Not the rent money, not the car payment, etc., etc.

When first sitting down at a table to begin playing, buy-in for the recommended "Chip Mix" for the size of the base unit you will be playing. Your **BANKROLL** should be approximately FOUR TIMES your table buy-in amount. Four buy-ins are not a requirement but it gives a nice level-of-comfort while you are playing.

For example, if you are going to buy-in for $200. or S220. worth of chips for your up-coming table session, you should have a Bankroll of around $800. You don't want to be worried about losing all your roulette money if you should lose this single session. If you do lose, you can move on to another table, if you are not too tired to do so, or simply quit for the day. We have not heard of anyone yet, while following the CPR system carefully, who ever came close to losing their whole Bankroll. You will probably never come close either, providing you follow the system faithfully.

The best idea is to start at the smaller table minimums, perhaps the 25¢ tables. This will make it easier to concentrate without concerns about losing while you are first learning the system. Get familiar with what you want to do, men let the casinos finance your larger bets as you build your Bankroll with your winnings.

One recommendation we suggest you follow carefully:

DO NOT CARRY ALL YOUR BANKROLL WITH YOU WHEN OUT PLAYING YOUR DAILY SESSIONS.

Carry Only Enough to Cover One or Two Sessions.

SUGGESTED CHIP BUY-INS FOR PARTNER AND SINGLE-PLAY ARE SHOWN BELOW THE CHIP-CHARTS ON PAGES 27 **AND** 55 **ABOVE.**

Although it is not necessary, if you are playing with a partner, each of you should usually try to buy into the game for the same amount of money. Also buy your chip-mix in roughly the same amounts of chips and/or token denominations.

You Will Be Winning and Losing Lots of Chips During the Course of the Game. Keep Everything Neat and in Order.

How Much Money Should I Bring?

For as many players as there are, there will be a different answer for each one. I personally never take more money than I need for my half of the buy-in.

I have heard too many horror stories of people getting caught up in the action and playing with more than they could really afford to lose that day.

Remember, you will quite likely lose a buy-in from time to time. It could happen the first twenty minutes that you are at the table. It could even happen (Heaven forbid) during consecutive sessions.

Also remember that this is gambling. We are winning an incredible number of units per game and winning most games. A "wipe-out" can still happen at any time, so stay in control. Most important of all - **PAY ATTENTION!!**

The casinos will not sell you your enough colored roulette table-tokens to cover your entire buy-in. You would wipe out their table stock. Ask for just enough colored chips to cover the small beginning bets that start your Betting Progression. Also buy

some of their regular white or "silver-dollar" ($l.), red ($5.), and/or green ($25.) chips, depending on your Bankroll. Pretty soon you will be buying the black chips too ~ (at $100. each) !!

The actual amount of your buy-in will vary depending on which game you are playing. Partner Play and Single Play, in both the basic and the aggressive versions, will each require different buy-ins. We have shown some typical buy-ins for 25¢ tables below the Betting Progression Charts earlier in this manual and in the Appendix. One-dollar chip charts will also be found in the Appendix. In any event, the total amount of your buy-in **will be at least** equal to the amount shown on the **final level** of the COAST MODE Betting Progression Chart under the column "Grand Total." **NEVER** attempt to start a game with a lower buy-in!!

Many casinos establish their table minimum at either 25¢, 50¢, $l., $3., $5. or more per play. Buy in at the level that is comfortable for you and your partner. Be sure to look at the "table-plaque" that denotes the table minimum so there are no surprises. The casinos **will often change** their minimum chip value and their table minimum values throughout the day depending on what the [tourist] traffic will bear!! Once you are in the game, however, the original table minimum remains the same for you as long as you continue to play.

Speaking of the table plaques, the minimum chip value is not the only statement that some plaques might have on them. Don't be confused by the statement "Table Minimum" or "Minimum Bet 50¢, $1, $2, etc..." That statement often appears in addition to the "Minimum Chip Value." It means you must place enough chips on the numbers on each spin to TOTAL the "Minimum Bet" amount. It **DOES NOT** mean that you must bet that amount on **each number.** The CPR system always plays **more on the numbers** than the minimum bet requirement anyway. However, when you are playing the 1-to-l or the 2-to-l boxes on the outside of the table while you WAIT, **each** of those bets must be the table minimum or higher.

If followed CAREFULLY, this system should allow you to parlay your profits up to higher and higher levels. You can soon WIN $400. per session, or more, starting with only 25¢ units!!

Many people start at the 25¢ tables and get comfortable with the quarter-play before they move up to the higher amounts. One of the more active players we have spoken with started at the quarter tables for his first four sessions. He then went to half-dollar units and ended up at dollar units within his first month of play. By the time he had played six weeks, he was **ahead over** $22,000 !! There is definitely time to build your bankroll **SAFELY.**

LET THE CASINO FINANCE YOUR INCREASES!!

Don't forget, you should be winning from 25% to 35% of your buy-in per session. That figure should be fairly consistent regardless of your starting unit size.

During actual play there will be times when one of you is winning much more frequently than the other. That's OK, because you are partners. When this happens the one with the most colored table-tokens can cash some in with the dealer for casino chips. He can then loan some "True Value" chips to his partner. Now the "losing partner" can buy-in again and continue to play without leaving the table or the progression. The "rich partner" should be asked for this loan one or two spins before totally running out to prevent missing a spin for the lack of chips or tokens.

In order to keep everything as simple as possible your buy-in should be as follows:

Each partner will be playing with a different colored table-token (blue, green, yellow, pink, etc.). As each partner asks the dealer for his buy-in, the dealer will inquire about any color preference.

You might want to copy the "Typical Buy-ins" from this manual. Otherwise you can use a "Rule of Thumb" that each partner should ask for approximately 25% of his or her buy-in amount to be in colored table-tokens. These colored tokens will be valued at the required minimum or whatever the

player specifies above that value. The minimum can be 25¢, 50¢, $1., $2. or higher depending on the casino and what "the traffic will bear." The balance of your session buy-in should be taken in the casino's regular $1., $5., $25., and $100. chips. This will, of course, depend on your **Total Bankroll,** your **buy-in amounts** and your betting levels!! You can use the recommended buy-in chip-mixes on the chip-charts to adjust for higher bankrolls.

Assume you are playing on a 25¢ table, using the Single Player Version and buying in for $200. You must be prepared to play a little under 800 units for the complete 13 step progression.

Some casinos will differ from others in the way they want to issue your buy-in tokens and chips. One example would be to ask for $40. worth of the colored table-tokens (that would be 160 tokens or 8 stacks), $100. in $25. (green) chips, $50. in $5. (red) chips, and 10 of the $1. (white or silver-dollar) chips. (Also see page 55). Be flexible and work with the dealer. You can always take most of your buy-in in large denomination casino chips and change them for smaller value chips or tokens as needed. Just be sure to have enough unit-value tokens to cover the numbers for the first few spins.

When your session is over, give your colored table-tokens back to the roulette dealer. The dealer will give you the casino's "True Value" chips in return. Cash in the whole she-bang at the casino's "Cage," the Main Cashier.

A BANK ACCOUNT?

**Some players are so organized they have even set up "bank accounts" at various casinos to handle their money.
It works like this:**

* Arrive at the casino and immediately go to the Cashier's "Cage."

* Cash a check at the Cage from your own bank account. Use the check guarantee card you received from your bank. (Since you are keeping such an incredible balance with them and also making daily deposits, the guarantee card should not be a problem.)

* If you are playing with a partner then split the money into two equal portions, your halves of two buy-ins. Meet with your partner and proceed to the table. If you don't have a partner then take your buy-in to the table.

* Go to the tables. Play and WIN your sessions (hopefully).

* Partners will take their own winnings back to the Cage. Exchange all of the chips in for cash. One of you takes most of the cash winnings and makes a deposit back into a partnership Cage Account. Now you will have money to play with tomorrow without needing to cash a personal check. Split the balance of the winnings between partners. No partner?? Keep it all!!

* Once you have money in a casino's cage account you don't have to write any more checks at that casino. You now go directly to the table and request a "marker" for your buy-in amount. This approach will identify you to the pit boss as a customer who deserves to receive "Comps," an additional form of free income!!

* **IMPORTANT:** Don't keep more than about $7,500 to $8,500 in any one Casino's Cage Account. You don't want to get too close to the mandatory reporting levels that all casinos must observe.

A PERSONAL NOTE ON SECURITY

FOR HEAVEN'S SAKE, PLEASE BE CAREFUL WHEN YOU'RE OUT THERE PLAYING!!

You never know who you're sitting next to or what their situation is. You will read later about how I met my Mentor, the originator of the basic system. I trusted him and went with a "stranger" to his motor home. Admittedly, it may have been stupid of me to have gone with him. However, our first meeting had been at a very public restaurant. Also, I made sure he **knew** I was not bringing a bankroll with me. Furthermore, until I really knew him well, I always parked in Valet and made sure I had my money safely in my grasp before we parted for the day.

When we first moved to Las Vegas I carried a very large amount of cash in order to be ready to play craps. I wore one of those fanny packs that are so popular. I wanted to look like a tourist and it seemed safe. Was I ever wrong!! After cashing in several thousand dollars in chips at the "Cage" and taking the elevator up to my car, I was shoved against the wall and as quick as a blink, my belt was snatched from me. Almost $10,000 in cash . . . gone within seconds!!

We learned it the hard way. Please do yourself a favor, be careful of Where, When, How, and With Whom you are traveling when going to the casinos. Especially be careful of who is walking nearby, or behind you, on your way to your car. It's hard enough to WIN. Remember you won because you were "alert." Don't relax too soon. Most of all, don't be foolish and lose it without a prayer of getting it back. NEVER count your "Bankroll" in public. If you need to count your money, go near the "Cage" or at least near where a Casino Guard is stationed.

I now make several reverse turns when I exit the casino. If I have too much cash, I deposit it with the casino cage, or cashier. I will now be able to use markers in this casino, or I can pick the money up several days later. Whether or not I am carrying cash I always have a small hand-held Mace or pepper-spray dispenser in my hand, with my thumb on the "trigger," as I leave the casino area en route to my car. In addition, I always keep the dispenser m <u>my hand</u> until we are all <u>inside</u> the car <u>with the doors locked!!</u>

THE LAW OF DISPROPORTIONATE OCCURRENCES

We can all agree, in our rational moments, that the dice, the roulette wheel, and the cards "have neither *brains* nor a *memory."''* We can also probably agree that sometimes it appears that they *do have,* at least, a *"conscience"* This so-called 'conscience' is really known as the "PROBABILITY MODEL." As most may already know, a different probability model (p. m.) exists for all casino games. The p. m. is what is used to determine the "odds" on the various bets that make up the games.

The various probability models are generally concerned with "INFINITY" or the "LONG-RUN." These models provide that there will be, in general, 50 "heads" for every 50 "tails" and 50 "Pass-Line" winners for every 50 "Pass-Line" losers in craps. Also in roulette there will be 50 "red" numbers for every 50 "black" numbers, etc., etc. Each game has its own individual probability model.

Few people will contest the mathematicians' and statisticians' reliance on infinity, "the long-run." Casinos are getting wealthy because of infinity. After all, they have it on their side!! Few of us have the resources to out-wait, or out-gamble, the casino's bankroll.

People have been trying to beat the casinos for years. Most authors have designed their so-called "winning gambling systems" by using the various probability models. Unfortunately most of the "beat-the-casino" type books and literature presently on the market are based on misconceptions. The misconceptions come from equating *short-term* results with *long-term* results.

WHAT ABOUT COMPUTER SIMULATION??

Recent advances in the computer industry have been remarkable. The developments in this industry have led many authors into the trap of "computer simulation." Students of gaming and many authors have eagerly taken

advantage of the computer's speed in the handling of numbers. The computer can run vast amounts of data in a very short time. The idea was to simulate a large number of "decisions" in a short time-span. "Decision" is the term used to signify the outcome on a roll of the dice, a card hand, or the number on the wheel that the roulette ball finally "decides" to select.

Prior to the availability of high speed computers, gaming students and authors relied heavily on various books of "decisions" when evaluating their newly designed "winning systems." These books of decisions have been laboriously compiled by someone carefully observing and documenting long periods of consecutive rolls of the dice, many-many card hands or 300 hours of roulette spins, etc., etc. In retrospect that was probably a much better way to evaluate new systems instead of trying to emulate real-life results with computer decisions.

The computer provides "random decisions." Computer simulation has now been used for 20 years or more in an attempt to gather, or simulate, a large number of so-called "gaming decisions" in an unrealistically short period of time. Unfortunately, many people who had used the computer to simulate "games of chance" have now discovered that the results are not reliable. Because the computer makes decisions on a purely random basis, its decisions do not duplicate "real life."

We have all seen "runs" of numbers on the craps table and even the roulette wheel. We have also remarked when repetitive card values appear in the card table-games. This repetitive-number phenomenon is seldom, if ever, emulated by any computer simulation. **WHAT'S HAPPENING HERE??**

Enter the world of:

"THE LAW OF DISPROPORTIONATE OCCURRENCES."

Reality unquestionably tells us that there must be a ***SECOND MODEL*** in addition to the infinity model that is governing the short-run. We have all witnessed this ***"Second Model"*** phenomenon when we say:

"THINGS DON'T HAPPEN LIKE THEY ARE SUPPOSED TO!!"

If the model governing the long-run ("INFINITY") *was truly* duplicated in the short-run, then the casino table games would have been extinct a long time ago. There would be "no challenge" because we would already know, for example, that for every 100 spins of the roulette wheel there would be exactly 50 "red" numbers for every 50 "black" numbers *occurring within those specific 100 spins.*

WELL, IT DOESN'T WORK QUITE THAT WAY, DOES IT?

We can all state from our own experiences that real life "DOESN'T WORK THAT WAY." We can also accurately state that the LAW OF THE LONG-RUN does not work in the short-run. Through actual observation of the short-run, *we can observe that* the long-run IS NOT duplicated in the short-run. This also describes the "challenge of the games." We now recognize this unique paradox: "The short-run ***is always inequitable*** to the long-run." The whole is still equal to the sum of its parts. However, the parts themselves ***are simply not abbreviated versions of the whole.***

This now brings us to the explanation for previously "inexplicable" results. This new explanation is the "missing link" that has apparently eluded us for a long time. This "missing link" is known as ***the "Law* of *Disproportionate Occurrences."*** **We** now have an explanation for the occasional "clumps" of high or low cards and for the so-called "unusual runs" of repetitive numbers in craps, etc.

We instinctively want to rely on our existing knowledge and understanding to explain reality. Our former confusion has been created by the existence of the Law of Disproportionate Occurrences ~ "LODO." Now that we recognize its contribution to real-life results, we can finally understand why events don't happen in their presumed and preconceived manner.

"REAL LIFE DOESN'T WORK THAT WAY."

If we had to come up with a very short definition for the "Law of Disproportionate Occurrences," it would be something like:

"The Law that governs the results of a random series of short-run consecutive events as compared to the results of the same, or similar, series of consecutive events over infinity."

OR:

"When the results of any defined relationship are viewed over a short-to-moderate number of occurrences, those results will not conform truly and exactly to the results found in the infinite probability model."

The LODO *doesn't need* to be academically justified or philosophically rationalized. We have simply made our best attempt to put its abstract identity into words and illustrations and into our GAME of roulette. Just like the law of gravity, the LODO simply commands acknowledgment. Also, just like the law of gravity, there's nothing we can do to fight or eliminate it. Why should we try anyway?? As you will discover here, we should learn to *exploit it instead of challenge it.* The results will be greatly to our advantage!

Furthermore, *this is the same exact law* that the casinos now worship!! The casino actually operates on an 11% commission on our wagers. This is most apparent in the sports book, the poker rooms and in baccarat. However, because of the "short-run" phenomenon, they actually enjoy a "net profit" of 15 to 20 percent! If the "normal 11% commission" was the only way for casinos to make money from our wagers, they would only net, approximately, a minuscule plus-minus 2 percent.

We must recognize that the casino is really nothing more than the ***Host* for *"The Games."*** We can now also accept that the "Law of Disproportionate Occurrences" is absolutely "THE PHENOMENON" that will allow us to take the casino's money home with us. And *they* are left void of a defense.

TURNING THE TABLES

- OR -

- HOW TO USE THE LAW OF DISPROPORTIONATE OCCURRENCES.

We have previously acknowledged that ***"the whole is still the sum of its parts."*** HOWEVER ... "The parts themselves ***are not simply abbreviated versions of that whole."***

This can be explained like this:

(1) The probability model remains static and inflexible. However, the flow of the game does not.

(2) Infinity will give us 50 heads for every 50 tails per 100 tosses — in the long run. (The whole is still equal to the sum of its parts.)

(3) The short run, however, will give us streaks. "The parts themselves are not abbreviated versions of the whole."

We will **utilize and exploit** the Law of Disproportionate Occurrences ***BY NOT PARTICIPATING IN ALL*** the decisions. What we are saying is that we plan to "carve the probability model up," or "dissect it." Then we will use the "pieces" that we are interested in when they become available. Yes, we said "when they become available."

It is still the "LAW OF THE UNIVERSE" that no one can govern, control, or force [the p. m.] to produce any given event on their command. But since we are in control of ourselves (hopefully) we can "harvest our desired crop" ***WHEN*** the p. m. yields it.

FINAL COMMENTS

We will undertake the position of "not participating in all the decisions." This will permit us to take advantage of the Disproportionate Occurrences as they pass by our small window in time. Look at it this way: By employing these tools, you will be far better equipped to WIN more bets "than you are supposed to" -- overall. And, even if these tools don't give us the outright ability to predict, they definitely arm us with an acute sense of anticipation!!

To sum it all up, the CPR System© has given us an entire arsenal to attack the "intentional chaos" designed into casino roulette. **Now let's activate our arsenal by using all the CPR tactics including:**

The ***Large Targets,***

The Betting Progressions,

the Money Management,

AND THE

Law of Disproportionate Occurrences."

AND ALSO

DON'T FORGET THOSE **ULTIMATE** TACTICS

"CONTROL AND PATIENCE."

[End]

RECORD KEEPING

IS IT REALLY IMPORTANT??

We certainly think so. How will you know whether you're winning or losing on a regular basis unless you keep records? We don't like doing anything on a "gut-feel." After all, that is the most basic definition of gambling. We don't enjoy "gambling"... but we do enjoy taking their money!

Records also come in handy if you want to make sure you don't repeat your visits to any one casino too frequently.

A SAMPLE RECORD SHEET

Date	Casino	Partner	Start Time	Playing Time	Gain or (Loss)
2/4	Sahara	Jack	10:30	1:25	245
2/5	Sam's Town	Jack	10:30	:55	332
2/7	Binion's	Jack	11:30	1:20	456
2/9	Rio	Jack	10:30	1:55	378
2/11	Showboat	Jack	11:00	:45	322
2/15	Boulder Station	Jack	10:30	1:12	389
2/16	Imperial Palace	Jack	12:30	1:25	-(1088)
2/18	Palace Station	Jack	10:30	1:10	377
2/23	Excalibur	Jack	11:30	1:20	489
2/24	Stardust	Jack	10:00	:50	267
2/25	Vegas Club	Jack	10:30	1:30	443

Keep Records So You Honestly Know Where You Stand! This Is the Best Way to Know When You Will Be Ready to Increase Your Playing Level!!

PRACTICE, PRACTICE, PRACTICE!!

BUT HOW CAN I PRACTICE WITHOUT A ROULETTE WHEEL??

Most Experienced Players Do Not Practice Very Often. However New Players Have Wanted an Effective Way to Simulate the Actual Game. THIS IS IT!!

A lot of people have wondered, how in the world can they practice this system without a Roulette wheel?

We developed a way that will allow you to practice without a wheel. Sometimes you might find yourself away from home or in a hotel room with nothing to do. You can practice roulette by using two different colored or different sized dice. (You craps players will like this.) Both dice are rolled at the same time.

Here is how it works: Select one of the dice to represent your roulette wheel. When this die is rolled it represents which of the three sections of the wheel the ball selected. If that die comes up with a 1 or a 2, that represents "Section A" of the wheel. If it comes up with a 3 or a 4, that stands for "Section B," and a 5 or 6 will be "Section C."

Remember that we are not able to play all 38 of the wheel's numbers (those two "non-numbers" that we don't bet on)? Therefore we need to use the second dissimilar die to compensate for that situation.

The two dice will occasionally come up with a total of either two ("Snake Eyes") or twelve ("Box Cars") -- (two ones or two sixes at the same time). This will signify that the roulette ball has selected one of those two "non-numbers." These are the two numbers that do not fit into any section. Either of these two dice combinations would signify a losing bet for all three sections.

Now you can simply roll the dice for hours on end and use a score sheet to keep track of your progress. We've rolled thousands of times and find that this simulates the wheel quite effectively.

As you are rolling the dice you simply track the sections "selected by the ball" on your score card. We have included sample record cards in the Appendix for each of the two systems. These can be photocopied and taken to the casinos or on your trips. If you prefer, you can use a casino baccarat card to keep score. It is probably a good idea to practice with the same score-card system you plan to use in actual live play. Do this just to make certain you are doing everything consistently.

There are two main components to playing the CPR System.

1. Tracking the sections as they either "hit" or "miss."

Correct Record Keeping is Crucial. Should you make a mistake
in marking the correct section, it will cause you to place bets
in the wrong sections. We know all about that,
we have "goofed up" ourselves

2. Stacking your chips in the proper bet sizes for the next spin.

This is important in order to assure the proper bet sizes are on your numbers when one of them HITS. Few things are worse than finding out that when your number HITS it is short a couple chips, or worse yet, that you didn't get it covered at all! Just one chip short would mean you have lost the Net Gain you were patiently "stalking."

IF YOU PLAY WITH A PARTNER, YOU SHOULD ALSO PRACTICE WITH THE SAME PARTNER. NOTHING IS MORE UPSETTING THAN LOSING A SESSION BECAUSE ONE OF YOU MADE A SIMPLE MISTAKE!

LAS VEGAS TABLE MINIMUMS

WHERE TO PLAY??

There Are Over Eighty Places to Play Roulette Located Within 30 Minutes of Our Home in Las Vegas. There Are Many More Now under Construction. About Two Dozen More Will Open Up Within the Coming Few Years.

We have found that it is better to move around from one casino to another. Don't develop a favoritism to any dealer in particular. If you were to play there every day, you might be inviting a problem with the Floor Supervisors. Most of the dealers don't care how badly you beat the table. Sometimes the Floor Supervisors, however, seem to grow weary of explaining to their bosses how they continue to get taken to the cleaners by us. Therefore we try not to be too conspicuous.

We normally rotate between 20 to 28 casinos. This means that we don't get seen by anybody more often than once every couple weeks, if that. As soon as more casinos open we will expand our horizons and it spreads out our time between visits.

We normally find that mid-morning throughout the week is the best time to play. We do not usually play when they get too busy. Most casinos will raise their table minimums and chip-values during busy periods when they have a lot of floor traffic. ("Whatever the traffic will bear.") The following page lists the casinos we played within the past six months. The table minimums listed are typical of these casinos' slow periods.

CASINO TABLE MINIMUMS

Lady Luck, Downtown	$.25	California Club, Downtown	$.25
Plaza, Downtown	.25	Las Vegas Club, Downtown	.25
El Cortez, Downtown	.10	Primadonna, 1-15, South	.25
Binion's, Downtown	.25	Fitzgeralds, Downtown	.50
Fremont, Downtown	.25	Boomtown, 1-15, South	.25
Sam's Town, Boulder Hwy.	.25	Circus / Circus, Strip	.50
Silver City, Strip	.25	Vacation Village, 1-15	.25
Frontier, Strip	.50	Venetian, Strip	opens '98
Four Queens, Downtown	.50	Golden Gate, Downtown	.50
Harrah's, Strip	.50	Excalibur, Strip	.50
Holiday Inn Boardwalk, Strip	.50	Boulder Station, Bldr. Hwy.	.50
Stardust, Strip	.50	Showboat, Boulder Hwy.	.50
Imperial Palace, Strip	$1.	Riviera, Strip	$1.
Luxor, Strip	$1.	Golden Nugget, Downtown	$1.
Sahara, Strip	$1.	MGM Grand, Strip	$1.
Treasure Island, Strip	$l.to 5.	Mirage, Strip	$l.to 5.
Aladdin, Strip	.50	Bally 's, Strip	.50
Fiesta, No. Rancho Dr.	.25	Gold Coast, W. Flamingo	.50
Gold Strike, 1-15 South	.25	New York - New York, Strip	$1.
Stratosphere,* Main St.	.25	Monte Carlo,** Strip	$1.
Nevada Palace, Bldr. Hwy.	.25	Orleans, W. Tropicana	.50
Belaggio, Strip	opens '97	Santa Fe, No. Rancho Dr.	.25
Railroad Pass, Henderson	.25	Alystra, Henderson	.25

* The STRATOSPHERE Has Now Installed a "Single-zero" Wheel. Apparently They Are Attempting to Inflate Sagging Business by Offering "Better Odds."
** The MONTE CARLO Is Trying to Emulate the Famous European Casino in Monte Carlo. Therefore, They Also Have Single-zero Wheels. (The Single-zero Wheel Is Mostly Found Outside of the U. S. And Often Called French Roulette.)

LEAVING THE TABLE

Yes, You Do Need to Know When to Stop!!

It is very important for you and your partner to establish a stop-win goal for both your session play and your daily quitting point.

Your session-win goals can be set wherever you are comfortable. My partner and I chose a minimum win of "300 units or one hour," whichever comes first. We frequently find ourselves up over 300 units within the first half hour. If this occurs then we often continue to play and sometimes reach over 500 units the first hour.

There are other times that, when the hour rolls around, we may continue to play if we still haven't reached our 300-unit net gain. BE FLEXIBLE BUT DON'T BE TIRED!

The strongest warning we can give you is, don't play beyond the point where you lose your concentration. We have found it very easy to become bored while playing a session. In fact, one of our session losses was because I made a mistake due to being bored with the slow progress we were making. I lost track of which section to bet and at what bet-level. Sure enough, it cost us a lot of money. <u>So be fore-warned.</u>

ONE CAUTION HERE:

When you are PLAYING ON THE NUMBERS and want to leave a table because you are tired, or for any other reason, LEAVE <u>ONLY AFTER</u> YOU HAVE HAD A HIT.

If you don't wait until you get a HIT in your section, before leaving the table, you will LOSE money. Don't "force" yourself into a losing session!!

<u>QUITTING FOR THE DAY</u>

Yes, You Do Need to Know When to Quit!!

Our daily goals have now settled in at one "winning session" per day. Of course, we live in Las Vegas and can play almost every day of the week. Let's face it-we usually do!!

You can set your daily goals wherever you want. Check out page 9 and you will see how much money some people are making in a very short time. If you don't increase your unit size as you WIN, you are only playing a "maintenance" type of game. We recommend you do increase as you WIN, and do it with the casino's money.

However, remember this:

PLAY TOO LONG AND YOU CAN GET TOO TIRED TO CONCENTRATE!!

You can always take a break. Grab a cup of coffee or a soft drink. Get a bite of lunch. Go for a walk. Whatever you like to do that refreshes you. The casino is going to be open around the clock. The tables aren't going anywhere, so don't feel like you have to sit and play continuously.

REMEMBER ... play for too long at a time and you

<u>will make</u> mistakes!!

QUESTIONS AND ANSWERS

Q. How much money do I need to play the system ?

A. The amount of money is determined both by your unit size and by which version you are playing. Refer to the Betting Progression Charts. The number in the bottom box under the column "Grand Total" will be the maximum number amount of **"UNITS"** you will pay-out on any one table (if you don't have at least one WIN). For example, in Partner Play COAST MODE the amount needed to go straight through the 12 bet-levels on the BPC without any wins would be 1,788 units.

When playing 25¢ tables that would be 1,788 25¢ colored tokens. For ease in handling the buy-in let's round that number off to 1,800 units. Each partner will be responsible for 900 units. Therefore both partners will buy 900 units x 25¢, for a total of $225. each, for one 25¢ table. The suggested Buy-in chip-mix is found on page 27 above. The chip-mix is set up the way it is to prevent the need to ask for change between wheel spins. You actually may have to buy more large denominations and ask for change as the bet progression proceeds.

Q. Can I play with more than one partner?

A. Yes. Just divide your numbers into however many groups you need. We know of one team that plays with three players. Each partner is responsible for one-third of the numbers in each section. That means each of them is playing four numbers in whichever section is "active." You could have four players with three numbers each per section, or six players with two numbers each. The Appendix has suggested number-charts for this type of "Party Play."

Q. What numbers do I use for my sections?

A. Remember, you can use any three sections of 12, or any four sections of nine adjacent numbers. This will be determined by which version you choose to play. Just make certain all the numbers that make up each section are adjacent to each other. If your "non-numbers" fall inside the "pie-shapes" then you will be disrupting one of the basic advantages of the system.

The "0 and 00" cannot be chosen as the numbers to skip if you are playing the 12 number system. There are not enough 12-number groups between these two wheel positions.

For the same reason you cannot avoid playing the numbers "one" and "three" when playing the nine number system. You do not have to use the same numbers we normally play; just be careful if you select different number groups.

Q. ***Do the casinos hassle you very much when you are playing the System?***

A. No, they haven't yet! We try to play when there are a few other players at the table. That way we are not all that noticeable. We also scatter our playing around several casinos so we seldom see the same dealers or pit bosses.

Q. Can we play at the "nicer" casinos?

A. Yes. However the fancier and newer casinos will all tend to have higher table minimums, anywhere from $3. To $25. Sure, you can play at these casinos. Just be aware that it will require a much larger bankroll than required to play the 25¢, 50¢, $1 .or $5. minimums. We suggest starting at the lowest minimum tables you can find and let the casinos finance your larger Bankroll. If you don't want to put your money at risk, use theirs!!

THE HISTORY OF CPR© ROULETTE

"HIS ADVERTISEMENT READ SOMETHING LIKE THIS" . . .

"Proven Roulette System... Partner Needed! . . . . . Call Art"

In October, 1990 I had the extreme good fortune of responding to an unusual ad in one of the little "throw away" papers you find in the all-night convenience stores. As I recall, the ad simply said: **"Proven Roulette System... Partner Needed!.. .. Call Art." BUT. . .**

I had responded to all kinds of ads over the years, and they all ended up being the same old thing, somebody wanted to sell me something, or wanted to use my money to play some "New" — "Can't Lose" system. But I was tempted by this ad because I had never seen anything that was related to roulette!

After talking with Art on the phone, we agreed to meet at the coffee shop in Binion's Horseshoe where we would talk further. At the appointed time I finally met the man who was going to change my gambling life forever. Art was in his middle to late 70's. He was nicely dressed and spoke very well. Obviously this man was well educated and, from his appearance, had led a very successful life.

He grilled me thoroughly about my life and about the type of player I was before he would give me any details about his system. He was relieved to find out I had never played much roulette. "At least you won't have any losing habits to break." That was a favorite theme of his: "Play the system as you have been taught and — **all that you will lose — is your losing ways."**

Art didn't even care if I was good at playing any of the casino games. He was much more concerned about my playing characteristics. Did I have patience? Did I play in a set way all the time? **Could I follow instructions** and not lose my train of thought?

Over the following several hours I learned about his life. He had been playing this type of roulette for the previous eight years. He learned the original system from an old friend of his in Atlantic City. His friend had already been supporting himself solely on this system for several years.

Not being a fool, Art realized that any time the casinos make a game easy to play, they will quickly figure out a way to make a large profit off most of the public. The easier a game is to play, the more the average person will play that game. Just look at the ratio of electronic slot machines (Reel Slots, Video Poker, Keno, Blackjack or "21," etc.) versus the number of the "table games" in any casino. They have so many slots because they are really easy, absolute "no-brainers"!! They also give you "free drinks" to make it **even easier!** You just sit there and empty out your pockets or purse — right?? You don't think for a moment that they have been able to build all those multi-million-dollar monuments — oops! — "Resort/Hotels" — by **losing** more money than they **win,** do you??

Most of Art's life had been spent on Wall Street. His profession had been as some kind of analyst for one of the big insurance conglomerates. Considering his whole life had been based on analyzing data and drawing conclusions, it was only natural that he would have to study his new-found system before trying it out. After researching it, he realized that there really was something to this approach. He also figured that there must be a reason for the layout on the roulette wheel to be so different from the layout on the table. Why were all casino roulette systems the same? Was there some real purpose behind the apparent "random layout" of the numbers on the wheel? My background was also in engineering data collection and statistical analysis, so the "fit" between our backgrounds seemed a natural.

Art then spent considerable time studying the table and wheel layouts trying to analyze their logic. He figured (rightly) that there must be a reason that dictated the differences!! Then he made a couple minor changes to his "new system." He also analyzed hundreds of hours of live play. After being fully convinced of his systems' s safety (defense) and its profitability, he then started playing his new system on a regular basis.

"If it Was Too Easy to WIN, They Would Have Already Changed the Rules!"

Having played craps for years, he knew that the above "axiom" was true from his own actual experience. So did I!! For example: Which are the smallest areas on a craps table to place your bets? What part of the craps game is the least understood by the casual player or the average tourist? The Don't Pass and the Don't Come! **Which result do you positively, absolutely, "for-sure" know, that the shooter is going to eventually attain??** The Answer **is: the "7-Out."**

That is when the house, the Don't Pass and the Don't Come **all WIN** ~ and on **ONE ROLL of the DICE!!**

The "7-Out" is when the Don't Bets (behind the numbers) pay off! It is widely known that the most consistent money won at a craps table comes from the "Don't" side. After all, **that is** the side **"The House" is always playing!!**

Yes, occasionally there is big money won on the "Do" side, but the most consistent WINS come from the "Don't" side of the table. Let's face facts. If there was an easy way of winning big and consistently the casinos would have already changed the rules - much like they did with blackjack. How many casinos can you find that will deal a single-deck game down to the final few cards? None, **I'll bet!** That would give the "card counters" an incredible edge! Many casinos have now switched from single deck tables to the *six.* or eight deck shoes to confound and confuse the card counters in order to keep them from winning.

Art quickly learned, however, that though his newly found system worked like magic, it was hard to use in actual live play. It was very hard for him to do everything he needed in the short period of time available between consecutive spins of the wheel. He also had problems because the casino dealers often "pressured" him to play on every spin of the wheel whether he wanted to or not. These issues brought about the development of his "Partner Play" version. He figured that two people playing as partners could handle the necessary level of activity better than only one player. In other words: "split up the work load."

Due to the "pressure" conditions of fast, pushy, and even obnoxious casino personnel, Art decided it would be easier and safer to play with a partner. After teaching his friend how to play, he returned to a regular playing schedule, but they used Art's new Partner System to their advantage.

Art told me he and his partner averaged winning between 230 and 415 units per session. Each session lasted between 45 minutes and an hour and a half. (A "session" can consist of one or more tables.) He told me they had regularly played Atlantic City, Canada, Connecticut and the Bahamas. To see what Nevada was all about, Art bought a new motor home and they headed west to play in the "Heartland of Gambling."

After several months of playing Las Vegas, Laughlin, Mesquite, Reno, Elko, Wendover and Lake Tahoe, Art's partner decided to leave the bright lights of Las Vegas and head back to the East Coast. They agreed to meet again in the spring on the Mississippi River, then head for New Jersey after playing on the river boats and in Canada.

Not having been without a partner for quite some time, Art found himself in a bit of a bind. How could he find — and train — a new playing partner? Since he didn't know anybody in Las Vegas, the classified ads were the obvious answer! So he did some advertising. After talking with several ad-respondents, he decided to meet with a few of us, face-to-face, in order to see if there was any kind of "connection."

Art and I hit it off very quickly. My background was in Engineering Consulting and Statistical Research. His background was in "Wall Street." The combination of backgrounds gave him a satisfying "Level of Comfort." He knew we had some common ground — and that both of us had an appreciation for a well disciplined manner of doing things... "Dot all the Fs and cross all the TV!!

Art's offer perplexed me at first. However, it was simple to understand at the same time. Here was a man who was obviously well off. He had no apparent need for money. Yet his basic offer had **me** taking all the risk and **him taking none.** Here is a short version of his offer:

* I would put up the entire bankroll for our first three weeks of training sessions.

* We would play at least 2 hours per day.

* We would not leave a casino until we were at least $200. AHEAD!

* Art would keep **all the profits** from the first three weeks of training.

* He would tell me exactly what to do — and when to do it.

* There would be no discussion about our "tactics" at the table. He would answer all my questions later - **after** we were away from the casino.

* If we lost a session, which he assured me was rare, then I would be the one who suffered the monetary loss.

I can assure you ... I was as skeptical as you are while you're reading this. I was thinking all the time: "Did he bring me here just because he needs my money to play roulette??"

Since I had spent so much of my day with him already, I decided to follow him to his motor home in order to continue our discussion. He didn't even offer me a drink, let alone dinner! He was parked downtown in "The California Hotel RV Park." Well, if I had ever been skeptical, my fears were wiped out when I saw **what** he was traveling around in! This was one of those gigantic bus-type motor homes with a slide-out room, king size bed, full sofas, THE WORKS! I have since learned that they sold for over $75,000. back in those days! Definitely the "Top of the Line."

No, he didn't need **my money.** What he needed was a partner who had every bit as much interest in winning as he did. What better way to insure someone's interest and undivided attention than to have that someone initially take all the monetary risk? We shook hands later that day, and I'll tell you... **that** was one of the most profitable meetings of my life.

Art preferred to play in mid-morning or early afternoon. He always wanted to start before the casinos got too crowded. He would not play at a table where we were the only players. He said that even though they couldn't stop us from playing, he didn't want us to stand out like a sore thumb **just because we were winning!!**

We made plans to meet at the Golden Nugget the following morning. I asked him if there was anything for me to study. His surprising answer was "No, everything would be explained the next morning." He assured me it would be very easy to pick up what I needed to know after we arrived at the table.

That night I went to the bookstore and **bought every book** I could find on roulette. Remember, I had never played the game before because I really prefer to shoot craps. I spent well over $50. on books and pamphlets. Even that didn't give me

very much assurance that I was doing the right thing. None of the "experts" seemed to agree on the correct way to WIN. For the most part I was constantly reminded of the 5.26% advantage the casino holds over the players when they are using the "0/00 American wheel." (I found out later this is the largest "edge" of any of the casino games. That is why we feel so good about beating them on a regular basis.)

After a restless night, I met Art the following morning near the door on the Valet side of the Casino. I was afraid to ask ~ but I had to! "Art, last night I read several books on the game and I've got to tell you I'm a little concerned."

"I don't mean to imply that you might have misled me, but these authors all claim that roulette cannot be beaten on a regular basis. When they do win it appears to be just by good luck or good timing. How is your system different?"

He frowned and I could tell he wasn't happy. In fact I was even a little concerned he might cancel out on me. His reply was simple: "First off, I'm disappointed you went out and bought those books. It was a waste of your time and money." "I can understand that you might be skeptical. I only hope and pray that what you **think you learned** about the game **did not** get committed to your memory." Then he said: "I told you last night that one of the things I liked about you as a possible partner ~ was your lack of bad habits regarding roulette."

He continued: "The best way I can illustrate the difference between normal roulette and what we do is to compare the difference between swinging a baseball bat at a Golf Ball or at a Beach Ball!! Let's say a pretty good baseball player stepped up to the plate and tried to hit a golf ball that was pitched to him by a "fast ball" thrower. Think he'd do very good with it? Maybe, or maybe not."

"Now you put that same player up and have somebody pitch a beach ball to him. Think he'd be able to hit it? You'd almost think it was impossible for him to miss, wouldn't you? Well, that's the basics of what we're going to be doing. We're gonna **quit** swinging at golf balls (on the roulette table) and **start** swinging at beach balls."

I still didn't really have a clue as to what he was talking about. However, he said it in such a convincing manner, it gave me the feeling he knew what he was talking about. I gave him half of my Bankroll to "buy-in."

I followed him to the roulette table area and we sat down at the first table that had a couple of open seats. He immediately used my money to buy chips of various denominations. I bought the identical mixture of chips with the other half of the money I had kept for myself.

He gave me a little card with numbers on it and told me to follow his instructions to the "T". After a couple hours, we were "up" 512 units. Since we had passed the "normal playing time" he had specified the day before, we quit for the day. He returned the money I had given him. He kept all the winnings for himself. That was OK by me because I had just been exposed to something that would revolutionize my future gaming experiences. Besides, I still had my original Bankroll!!

Art told me he had been playing the system for five years and had slowly made changes to it, adjusting it to his own style of play. He also made it somewhat safer, more 'defensive,' than the original version. During the next three months we played a total of 61 sessions. We lost our buy-in three times, and one of those losses was clearly all my fault. I marked the wrong section on the score sheet he had given me. My mind wandered and I wasn't paying close attention.

We ended up winning in the other 58 sessions. That is a win-rate of slightly over 95%, which would have been almost 97% if I hadn't fouled up. We played all over town, Boulder Highway, the Strip and Downtown. During those three months, we never went back to the same casino more than twice.

MY TEACHER HAD BEEN A DATA ANALYST FOR A MAJOR INSURANCE FIRM!!

With so many casinos to choose from here in Las Vegas, there was never any need to frequent any one of them too often. However, all resort areas will have multiple casinos and they will always have roulette because it is such a high-profit game for them. You will often find roulette in casinos where they **don't** have either craps or blackjack. The casinos know that people will play roulette before the other table games, because it is so easy to play. Also it is not "intimidating" to the first-time tourists or the casual player.

The end of January came. It was time for Art to leave town in order to meet up with his regular partner and try the river boats.

SO NOW I NEED TO FIND A NEW PARTNER!

Since my partner was now gone, it put me in the position of finding a new partner myself. (NOTE: The Single Player System didn't exist yet.) So I ran a small ad the following week: "Proven Roulette System, Partner Needed." I received over one hundred phone calls! Many were as skeptical as I had been. They all seemed to agree. They were eager and really wanted to learn how to win consistently.

Several said they had seldom even seen a roulette system advertised. But when they **had,** it made no sense. There was no logical reason that could explain why those systems could, or would, win on a regular basis. All the other systems seemed to be mostly based on superstition or some other form of hocus-pocus.

Only you are going to know what you need in a playing partner. The things I looked for were very simple:

* I had to enjoy the person's company, as we would be spending a lot of time together.

* You should share the same amount of risk tolerance. The relation ship might not last long if one of you wants to play with $1,000. and the other is uncomfortable with anything over $100. Mr. Large Bankroll might get bored with the smaller player. However, since you are sharing the workload and splitting the winnings in proportion to your investment, it is possible for compatible personalities to work well together.

* One of you <u>MUST</u> be able to <u>accurately track</u> the play on the scorecards, although you both can do it if you want.

I sorted through the ad respondents and then met with several of them (in very public places) who had appeared to show some promise. I needed to meet the finalists in person because, after all, I would be seen with my newly-selected partner in public on a daily basis. After my evaluation of them, I made the same offer to one man that Art had made to me. I selected a fellow Colorado transplant who had moved to Las Vegas about the same time we had. We really hit it off, and have since become very good friends.

Jack was a retired Insurance Broker. He had sold his business and been here in town for about five years. Though he preferred playing craps (like I used to), he was definitely interested in playing anything that could win units as quickly and consistently as this system does. At the time of this writing, we have played just over 450 games together. We've lost our buy-in only 15 times, which gives us a cumulative total of over 96% winning sessions!!

At this point we are still playing 4 to 6 sessions per week. While my partner is totally retired, I still do my engineering consulting work. My wife and I also buy and fix up homes to re-sell. I don't choose to play any more than this.

Even though playing this system is very profitable, I find it to be more like "going to work" than gambling. We track everything, and since there is **NO GUESSWORK** involved, it can get pretty boring. In fact, out of our few losses, one of them was due to "pilot error" — **mine!** I did it again, just like with Art. My mind wandered and I messed up and charted the wrong column. Then I told Jack to bet on the wrong column! We promptly "wiped out." Boy did I feel stupid. Jack was furious!!

Anyway, it's always nice to know we can go into any casino in the world planning to WIN a fairly good amount of money, within a short period of time, and have a very high expectation of doing so. As a matter of fact, way back when we first met, Art had shared a quotation that seems to fit this game very well. As I have already said, "This game doesn't feel like gambling to me," and obviously it didn't to Art either...

Here is Jack's Quotation:

"WORK AND ACQUIRE KNOWLEDGE AND

"THOU HATH CHAINED THE WHEEL OF CHANCE"

– Ralph Waldo Emerson

TO SUM IT ALL UP

This System Can Be Great!!
But, Please Use
Your Head!!!

Be Sure To Balance the Rewards With the Risk. It Would Be Ridiculous to Immediately Jump into a $5. or $10. Game Unless You Can Afford to Lose at That Level Start "Conservative" and Let the Casinos Finance Your Bankroll and Your Play in the Higher Level Games.

These rules and guidelines have been written to illustrate what has been a very successful system for us. We are sure that many of you have heard of the book "The Casino Gambler's Guide" written by Dr. Allan Wilson (1965). This book suggests something called the "Acid Test." These wins that we have experienced **ARE** the **Acid Test!!**

He also says that ". . . if you think you have a system that is unbeatable, don't just play it once or twice, but play it repeatedly." . . . "Try to double your money two or three times. Give the system a long enough test to be sure."

Our actual playing results show a win-rate of over 93% of our total sessions played. Considering the amount of units we are generating with each WIN, this system has certainly passed any kind of a test anyone would want.

This System **does not rely on luck.** It is based on the "Law of Disproportionate Occurrences", mathematical probability and countless thousands of hours of research.

With GOOD DISCIPLINE on your part, you should definitely be a frequent winner. Probably the biggest obstacle you will have to overcome is your own impatience while waiting for your opportunity to place your first level bets. [Perhaps we should re-name the "WAIT MODE" the "PATIENCE MODE"?]

Look at playing this system as somewhat of a "job." That approach will make it easier for you to stay completely focused. Complete attention to all the system's details is vital to consistent winning. Enjoy your winnings and maybe use them to finance your "gambling" on those "other games." My partner and I do that!!

Best of luck to you. And when you're cashing in your chips, which should be often, say a silent "Thank You" to Art from New Jersey for sharing this system with us.

We suggest that before you start to play this system, perform at least a minimal amount of research. It is also important to PRACTICE, PRACTICE, PRACTICE **before** putting your own real money at risk.

Your research should include charting the numbers that the ball "selects" for several hours. Prove to yourself, as the author and countless others have, that the system does WIN an extraordinarily high percentage of the time.

REMEMBER
AND <u>THAT</u> MEANS - <u>DO NOT FORGET</u> -

No Matter How Good this System Is.... It Is Still "Gambling." If There Is a Way to Lose, You Eventually Will.

ALSO REMEMBER HOW THEY FINANCED THE CONSTRUCTION OF THOSE

"MONUMENTS" THAT NOW LINE BOTH SIDES OF THE STRIP??

We are currently active players, and have provided accurate and complete information as to our personal experiences. The quoted results are from our own playing sessions. Your results may differ somewhat. Obviously these records are only representative and we can not guarantee results for others.

This information is provided for entertainment purposes only. Nothing in this publication should be construed as an inducement or incentive to gamble. Recognize that all games of chance still contain certain risks.

We have no way to ensure that the players of this system actually do follow the guidelines correctly. This disclaimer is written specifically to hold harmless the Publisher and the Author from any action that might result from the application or implementation of the information contained herein.

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APPENDIX

"FRENCH ROULETTE" or SINGLE ZERO TABLE

SINGLE PLAYER VERSION

For Use When You Want To Play Alone

If we choose to eliminate the "zero" we have 36 remaining positions on the wheel. We can now divide the remaining adjacent numbers into four pie-shaped sections. The chart is easier to follow if the numbers are listed by section, in their true numerical order. A Single Player number-assignment chart for the **SINGLE-ZERO** Table would look like this:

SINGLE PLAYER on a SINGLE-ZERO TABLE

SECTION	PLAY THESE NUMBERS
A	2, 4, 15, 17, 19, 21, 25, 32, 34
B	6, 8, 10, 11, 13, 23, 27, 30, 36
C	1, 5, 9, 14, 16, 20, 24, 31, 33
D	3, 7, 12, 18, 22, 26, 28, 29, 35

TWO PLAYERS - SINGLE ZERO TABLE

If we again choose to eliminate the "zero," we can assign the remaining adjacent numbers into three pie-shaped sections for partners. The chart is easier to follow if the numbers are listed for each partner, by section, in their true numerical order. A Partner-Play number-assignment chart for the **Single-Zero Table** would look like this:

TWO-PLAYER NUMBER ASSIGNMENTS - SINGLE-ZERO TABLE

Sect.	Partner #1		Sect.	Partner #2
A	2, 4, 6, 13, 15, 17		A	19, 21, 25, 27, 32, 34
B	1, 5, 8, 10, 11, 16		B	20, 23, 24, 30, 33, 36
C	3, 7, 9, 12, 14, 18		C	22, 26, 28, 29, 31, 35

TO PLAY 25¢ "UNITS": EACH PARTNER BUYS-IN WITH $200.

EACH PARTNER BUYS $25. IN COLORED TOKENS (100 ea.),

$75. IN $1. CASINO CHIPS (75 ea. White), AND

$100. IN $5. CASINO CHIPS (20 ea. Red).

[END OF SINGLE ZERO INFORMATION]

See Appendix Pages viii and ix for Single Zero Record-keeping Charts.

* * * * * *

VARIOUS OTHER PLAYER OPTIONS

PLAYING THE RED and BLACK vs. ????
(WHILE IN THE "WAIT MODE.")

Some of the "Outside Boxes" are even-money bets and some pay two-to-one on a win. The "1 to 18," "19 to 36," "Red and Black," "Even and Odd" boxes all pay one unit for each unit bet when that box wins. Notice that these boxes are located closest to most of the players' seats - is this just a coincidence? Probably not. These boxes can be played with little money and are easy for a novice to make a bet in order to get him or her painlessly into the game. They are designed to look like "easy wins," kind of like the "FIELD" bet on the craps table, which, incidentally, is known by the casino personnel as a "sucker bet."

Instead of playing "Red and Black," as described earlier, while waiting to play on the "Inside Numbers," some players would rather try to **win some money** while in the "Wait Mode."

The most frequently mentioned method is to "BET ON THE DOZENS":

- Put one minimum bet on one of the "Dozens" and have your partner put the same amount on another one of the Dozens. ("1st 12," "2nd 12," or the "3rd 12" boxes.) These sections pay two-to-one when one of the numbers in that dozen wins.

- Another two-to-one optional bet is betting on one or more of the Table columns. These bets are placed at the bottom of the column(s) you want to bet. One bet could be on the column and the other on one of the dozens. This combination could result in a double win!!

- On both these bets, if one partner wins, the other's loss is covered, and the **partnership has a net profit** of one minimum bet!! However, if you both lose, obviously the partnership would be down two minimums. It might be worth a try??

* * * * * *   * * * * * * *

COLUMN NUMBERS FOR THE SINGLE PLAYER
DOUBLE-ZERO TABLES

SECTION	PLAY THESE NUMBERS
A	1, 3, 5, 13, 15, 22, 24, 34, 36
B	7, 9, 11 17, 20, 26, 28, 30, 32
C	2, 4, 6, 14, 16, 21, 23, 33, 35
D	8, 10, 12, 18, 19, 25, 27, 29, 31

THREE PLAYER NUMBER ASSIGNMENTS
DOUBLE-ZERO TABLES

Sect.	Partner #1	Sect.	Partner #2	Sect.	Partner #3
A	5, 7, 9, 11	A	15, 17, 20, 22	A	26, 30, 32, 34
B	0, 2, 4, 6	B	14, 16, 18, 21	B	23, 31, 33, 35
C	00, 1, 8, 10	C	12, 13, 19, 24	C	25, 27, 29, 36

TO PLAY 25¢ UNITS: EACH PARTNER BUYS-IN WITH $150.

EACH BUYS $30. IN COLORED TABLE-TOKENS,

$90. IN $1. CASINO CHIPS AND $30.

IN $5. CASINO CHIPS.

* * * * * * * * * * * * *

FOUR-PLAYER NUMBER ASSIGNMENTS

DOUBLE-ZERO TABLES

Sect.	Partner *#1*	i3CCt*	Partner *#2*	Sect.	Partner #3	Sect.	Partner *#4*
A	5, 7, 9	A	11, 15, 17	A	20, 22, 26	A	30, 32, 34
B	0, 2, 4	B	6, 14, 16	B	18, 21, 23	B	31, 33, 35
C	00, 1, 8	C	10, 12, 13	C	19, 24, 25	C	27, 29, 36

TO PLAY 25¢ UNITS: EACH PARTNER BUYS-IN WITH $110. EACH

BUYS $30. IN COLORED TABLE TOKENS,

$50. IN $1. CASINO CHIPS

AND $30. IN $5. CASINO CHIPS.

TOTAL BUY-IN IS: $440.

* * * * * * * * * * * * *

SECTION NUMBERS and RECORD KEEPING CHART

PARTNER PLAY - TWELVE NUMBER SECTIONS

Numbers by Section **Record EVERY "HIT" in its Correct Section**

			A	B	C	$ or R/B	A	B	C	$ or R/B	A	B	C	$ or R/B
O-B	12-C	24-C												
00-C	13-C	25-C												
1-C	14-B	26-A												
2-B	15-A	27-C												
4-B	16-B	29-C												
5-A	17-A	30-A												
6-B	18-B	31-B												
7-A	19-C	32-A												
8-C	20-A	33-B												
9-A	21-B	34-A												
10-C	22-A	35-B												
11-A	23-B	36-C												
O-B	12-C	24-C												
00-C	13-C	25-C												
1-C	14-B	26-A												
2-B	15-A	27-C												
4-B	16-B	29-C												
5-A	17-A	30-A												
6-B	18-B	31-B												
7-A	19-C	32-A												
8-C	20-A	33-B												
9-A	21-B	34-A												
10-C	22-A	35-B												
11-A	23-B	36-C												

IT IS PERMISSIBLE TO MAKE COPIES OF THESE RECORD SHEETS FOR YOUR OWN USE.

SECTION NUMBERS and RECORD KEEPING CHART

SINGLE PLAYER - NINE NUMBER SECTIONS

Numbers by Section **Record EVERY "HIT" in its Correct Section**

			A	B	C	D	$ or R/B		A	B	C	D	$ or R/B
l-A	13-A	25-D											
2-C	14-C	26-B											
3-A	15-A	27-D											
4-C	16-C	28-B											
5-A	17-B	29-D											
6-C	18-D	30-B											
7-B	19-D	31-D											
8-D	20-B	32-B											
9-B	21-C	33-C											
10-D	22-A	34-A											
11-B	23-C	35-C											
12-D	24-A	36-A											
l-A	13-A	25-D											
2-C	14-C	26-B											
3-A	15-A	27-D											
4-C	16-C	28-B											
5-A	17-B	29-D											
6-C	18-D	30-B											
7-B	19-D	31-D											
8-D	20-B	32-B											
9-B	21-C	33-C											
10-D	22-A	34-A											
11-B	23-C	35-C											
12-D	24-A	36-A											

IT IS PERMISSIBLE TO MAKE COPIES OF THESE RECORD SHEETS FOR YOUR OWN USE.

SECTION NUMBERS and RECORD KEEPING CHART SINGLE ZERO TABLE - SINGLE PLAYER -- 9-NUMBER SECTIONS

Numbers by Section. Record EVERY "HIT" in its Correct Section.

			A	B	C	D	$ or R/B		A	B	C	D	$ or R/B
l-C	13-B	25-A											
2-A	14-C	26-D											
3-D	15- A	27-B											
4-A	16-C	28-D											
5-C	17-A	29-D											
6-B	18-D	30-B											
7-D	19-A	31-C											
8-B	20-C	32-A											
9-C	21-A	33-C											
10-B	22-D	34-A											
11-B	23-B	35-D											
12-D	24-A	36-B											
l-C	13-B	25-A											
2-A	14-C	26-D											
3-D	15-A	27-B											
4-A	16-C	28-D											
5-C	17-A	29-D											
6-B	18-D	30-B											
7-D	19-A	31-C											
8-B	20-C	32-A											
9-C	21-A	33-C											
10-B	22-D	34-A											
11-B	23-B	35-D											
12-D	24-A	36-B											

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SECTION NUMBERS and RECORD KEEPING CHART
SINGLE ZERO TABLE - PARTNERS - 12-NUMBER SECTIONS

Numbers by Section. Record EVERY "HIT" in its Correct Section.

			A	B	C	$ or R/B	A	B	C	$ or R/B	A	B	C	$ or R/B
l-B	13-A	25-A												
2-A	14-C	26-C												
3-C	15-A	27-A												
4-A	16-B	28-C												
5-B	17-A	29-C												
6-A	18-C	30-B												
7-C	19-A	31-C												
8-B	20-B	32-A												
9-C	21-A	33-B												
10-B	22-C	34-A												
11-B	23-B	35-C												
12-D	24-B	36-B												
l-B	13-A	25-A												
2-A	14-C	26-C												
3-C	15-A	27-A												
4-A	16-B	28-C												
5-B	17-A	29-C												
6-A	18-C	30-B												
7-C	19-A	31-C												
8-B	20-B	32-A												
9-C	21-A	33-B												
10-B	22-C	34-A												
11-B	23-B	35-C												
12-D	24-B	36-B												

IT IS PERMISSIBLE TO MAKE COPIES OF THESE RECORD SHEETS FOR YOUR OWN USE.

ANOTHER VARIATION TO CONSIDER

Some players like to go to a more conservative "COAST MODE" immediately after the "WAIT" has qualified one of the sections. In other words, they substitute the usual "COAST MODE" B. P. C.'s with the **Conservative Progressions** shown **here. BE CAREFUL NOT** to confuse the charts on the next several pages with the charts used for the REGULAR CPR° system, **THEY ARE <u>VERY</u> DIFFERENT!!** The Conservative B.P. Charts will allow for more spins before "busting" because the buy-in is bet in smaller increments. This approach is designed to conserve the buy-in while waiting for the first hit in the "hot section."

CONSERVATIVE BETTING PROGRESSION, "B. P. C." FOR PARTNERS

Spin Number	Bet Level	Units Bet	Total Bet	GRAND Total	Win Pays	NET GAIN
8	1	1	12	12	35	24
9	2	1	12	24	35	12
10	3	1	12	36	35	0
11	4	2	24	60	70	12
12	5	3	36	96	105	12
13	6	4	48	144	140	0
14	7	6	72	216	210	0
15	8	9	108	324	315	0
16	9	14	168	492	490	12
17	10	21	252	744	735	12
18	11	35	420	1164	1225	96
19	12	52	624	1788	1820	84

Note: Each partner will need at least 894 units to complete this betting progression.

TWO PLAYER NUMBER ASSIGNMENTS

Sect.	Partner #1	Sect.	Partner #2
A	5, 7, 9, 11, 15, 17	A	20, 22, 26, 30, 32, 34
B	0, 2 4, 6, 14, 16	B	18, 21, 23, 31, 33, 35
C	00, 1, 8, 10, 12, 13	C	19, 24, 25, 27, 29, 36

TO PLAY 25¢ UNITS: EACH PARTNER BUYS-IN WITH $220. EACH BUYS $25. IN COLORED TOKENS,
$70. IN »1. CASINO CHIPS, AND
$125. IN $5. CASINO CHIPS.

After HITTING a number in any section for a WIN, **DROP BACK TO LEVEL ONE AND GO FOR REPEATS.** Use your regular "ATTACK MODE" B. P. Chart (1,2,3,1, 01 1,2,3,5,1) and increase your bets accordingly **for as long as you continue to win in that section.**

On the first loss quit betting in that section. Look for another column with at least seven misses in a row and bet the numbers in that section. If no section has enough misses, go instead to the outside bets (Red/Black, etc.) and wait for seven misses in any one of the sections.

COAST MODE B. P. C.
TWO PLAYER CHIP CHART
CONSERVATIVE BETTING PROGRESSION

YOU CAN USE THIS TABLE TO ASSEMBLE YOUR STACKS OF CHIPS FOR THE NEXT BET-PROGRESSION WHILE WATTING FOR THE NEXT SPIN OF THE WHEEL

BET LEVEL	UNITS TO PLAY ON ALL 12 NUMBERS	25¢ units Tokens to Play PER NUMBER	$1. (WHITE) PER NUMBER	$5. (RED) PER NUMBER
1	1	1		
2	1	1		
3	1	1		
4	2	2		
5	3	3		
6	4	0	1	
7	6	2	1	
8	9	1	2	
9	14	2	3	
10	21	1	0	1
11	35	3	3	1
12	52	0	3	2

EACH PARTNER BUYS: 4-$25. CHIPS (GREEN) AND = $100.

12 - $5. Chips (RED) = 60.

AND 40 - $1. Chips (WHITE or "SILVER DOLLAR") = 40.

AND 100 – 25¢ TABLE TOKENS (COLORED) = 25.

TOTAL: $225. EACH FOR A 25¢ MINIMUM GAME. $450.

TOTAL PARTNERSHIP BUY-IN.

CONSERVATIVE PROGRESSION

SINGLE PLAYER

Spin Number	Betting Level	Units Bet	Total Bet	GRAND Total	WIN PAYS	NET GAIN
10	1	1	9	9	35	27
11	2	1	9	18	35	18
12	3	1	9	27	35	9
13	4	2	18	45	70	27
14	5	2	18	63	70	9
15	6	3	27	90	105	18
16	7	4	36	126	140	18
17	8	5	45	171	175	9
18	9	6	54	225	210	(-9)
19	10	8	72	297	280	(-9)
20	11	11	99	396	385	0
21	12	16	144	540	560	36
22	13 (or)	22	198	738	770	54
Or.-22 Optional	(13 -A)	(25)	(225)	(765)	(875)	(+135)

After HITTING any section for a WIN, **DROP BACK TO LEVEL ONE AND GO FOR REPEATS IN THAT SECTION.** Use your regular "ATTACK MODE" B.P.C. and increase as long as you continue to WIN in the same section.

Every time you WIN in any section, **in addition** to dropping back to level one, look to see if one of the other sections has missed at least nine times in a row.

If two other sections have each missed nine times or more, THEN BET LN THE SECTION THAT HAS HAD THE MOST CONSECUTIVE MISSES. **That** section is the one most likely to HIT sooner.

** OPTIONS **

If another section is qualified then you may consider:

- **Move immediately to the section with nine or more misses,**

-- or

- **Stay in the same section where you just had a WIN,**

-- or

- **Play First Level Bets on all numbers in BOTH sections just in case the new section might be getting hot.**

Continue to play in the winning section as long as you are winning. If another section develops nine misses while you are still winning, then consider the "Options" immediately above concerning switching or "doubling up" in the new section.

On the first loss quit betting on that section. Begin betting on the numbers in the **most qualified** section. If no section has enough misses then go to the outside bets (Red/Black) and wait for nine misses in any one section.

SINGLE PLAYER CHIP CHART

CONSERVATIVE PROGRESSION

YOU CAN USE THIS TABLE TO ASSEMBLE YOUR STACKS OF CHIPS FOR THE NEXT BET-PROGRESSION WHILE WAITING FOR THE NEXT SPIN OF THE WHEEL.

BET LEVEL	UNITS To Bet	25¢ Tokens (on 9 Numbers)	$1. Chip (on 9 Numbers)
1	1	1	
2	1	1	
3	1	1	
4	2	2	
5	2	2	
6	3	3	
7	4	0	1
8	5	1	1
9	6	2	1
10	8	0	2
11	11	3	2
12	16	0	4
13	22	2	5
Or -(13) Optional	(25)	(1)	(5)

TO PLAY 25¢ UNITS: BUY-IN WITH $200. -

BUY $50. IN COLORED TABLE TOKENS = (200 ea.),

AND $150. IN $1. CASINO CHIPS = (150 ea. WHITE).

COAST MODE

TWO PLAYER CHIP CHART FOR 12-NUMBER SECTIONS

$1. UNITS

USE THIS CHART TO HELP PREPARE YOUR BETS FOR THE NEXT SPIN OF THE WHEEL IN CASE YOU DON'T GET A "HIT" ON THE CURRENT SPIN.

BETTING LEVEL	NUMBER OF UNITS TO PLAY ON ALL 12 NUMBERS	NUMBER OF $1. (WHITE) CHIPS TO PLAY ON ALL 12 NUMBERS	NUMBER OF $5. CHIPS (RED) TO PLAY ON ALL 12 NUMBERS	NUMBER OF $25. CHIPS (GREEN) to PLAY ON ALL 12 NUMBERS
1	1	1		
2	1	1		
3	1	1		
4	2	2		
5	3	3		
6	4	4		
7	6	1	1	
8	9	4	1	
9	14	4	2	
10	21	1	4	1
11	35	0	2	1
12	52	2	0	2

APPROXIMATE BUY-IN FOR EACH PARTNER ON A $1. TABLE:

150 -COLORED TOKENS, EACH WORTH $1, = $150.
60-RED CASINO CHIPS ($5.), = $300.
and 18 GREEN CASINO CHIPS ($25.) = $450.
TOTAL BUY-IN FOR EACH PARTNER = $900.

NOTE: When you locate 10¢ tables use the above chart for 10¢ units. The total buy-in for each partner would then be $90.

COAST MODE

SINGLE PLAYER CHIP CHART FOR 9-NUMBER SECTIONS

$1. UNITS

USE THIS CHART TO HELP PREPARE YOUR BETS FOR THE NEXT SPIN OF THE WHEEL IN CASE YOU DON'T GET A "HIT" ON THE CURRENT SPIN.

BETTING LEVEL	NUMBER OF UNITS TO PLAY ON ALL NINE NUMBERS	NUMBER OF $1. (WHITE) CHIPS TO PLAY ON ALL NINE NUMBERS	NUMBER OF $5. CHIPS (RED) to PLAY ON ALL NINE NUMBERS	NUMBER OF $25. CHIPS (GREEN) to PLAY ON ALL NINE NUMBERS
1	1	1		
2	1	1		
3	1	1		
4	2	2		
5	2	2		
6	3	3		
7	4	4		
8	5		1	
9	6	1	1	
10	8	3	1	
11	11	1	2	
12	16	1	3	
13	22	2	4	1
(13-Opt.)	(25)	(0)	(0)	0)

APPROXIMATE BUY-IN FOR A $1. TABLE:

200-COLORED TOKENS, EACH WORTH $1 = $ 200
20-RED $5. CASINO CHIPS, = $ 100
and 20 - $25. GREEN CASINO CHIPS = $ 500
TOTAL BUY-IN FOR SINGLE PLAYER = $ 800

NOTE: When you locate 10¢ tables use the above chart for 10¢ units. The total buy-in for each partner would then be $80.

Why casino executives fight mathematical gambling systems

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